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NOVEMBER 1991
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ISSUE ONE

THE IMMORTAL

Scoop review of the most blood-thirsty Mega Drive game ever. It'll blow your brain up!

MEGA DRIVE

- First review of ToeJam & Earl
- Every CD game revealed
- Action Replay – grabbed!

MASTER SYSTEM

- Be first to meet the Flintstones
- Xenon II blasts off
- Big Populous playing guide

GAME GEAR

- Pill-popping Pac-Man pranks
- Out Run gets in gear
- Master Gear finally arrives

SHADOW OF THE BEAST

World exclusive on Master System
Sneak preview on Mega Drive

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SENSATIONAL SEGA SOFTWARE MONEY-OFF VOUCHERS INSIDE*

15 PAGES OF NEWS AND PREVIEWS ● HOT GOSSIP FROM JAPAN AND AMERICA ● £1,000 OF SOFTWARE UP FOR GRABS

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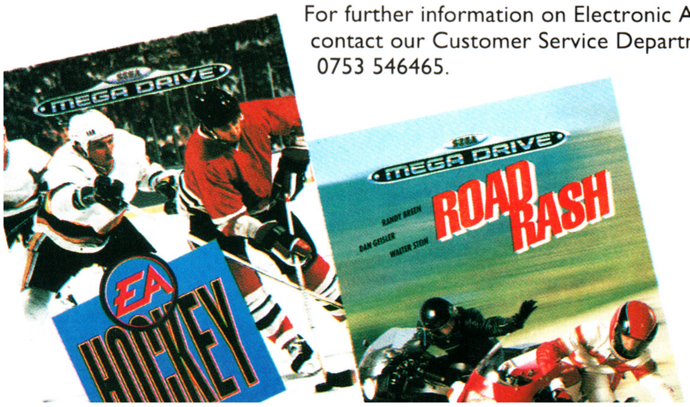

SEGA
MEGA DRIVE

ELECTRONIC ARTS™

Distributed by: Sega Europe, 16 Portland Road London W11 4LA Tel: 071 - 727 8070

LAUNCH ISSUE

PUBLISHED BY
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PRINTED BY
BPCC Business Magazines Ltd

DISTRIBUTED BY
Seymour International Press Distributors

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SPECIAL THANKS TO
Franco Frey, Oliver Frey, Roger Kean and Jonathan Ringhole for the dosh over the past year! It's gone to a good cause

DINGBATS MESSAGE
✶✣✶ ❂✶■✻✶❒▲ ■✶✻✻ ●✶■✻✶❒▲

© **1991 Paragon Publishing Ltd 1991**
Whaddya mean, this issue's packed with exclusive info you want to rip off and print in the next issue of your mag? Tough luck, chum, we've got rules around here, and one of them is that if you reproduce any bits of this mag, we'll send in more lawyers than Nintendo have. But, hey, give us a bell and who knows, we may give you permission.

Competition rules: Now look, we don't want no messing 'bout. If you have any inside knowledge on any of the companies involved with the competitions, you can't enter! Also, we've got the final say on the outcome of all comps. Which basically means, if we don't like the look of your postcard, you don't stand a chance of winning.

Exit: A blonde goes into a bar carrying a French stick under her arm. She looks at the barman and says, "I'll have a Pernod, and a lemon and lime for my loaf." The bemused barman looked her in the eye and said, "... (Complete and send to the normal address for a free cart!) Ciao!

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200
19
S.Bomb
SCORE 00000000
START

conte

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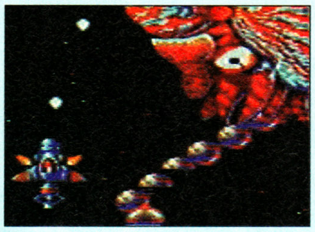
Strapped for cash? SegaPro is here to help. Save £s off Sega software at WH Smith. Turn to page 27 now for some exclusive cut-out-and-spend vouchers!



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Mirrorsoft's master blaster returns

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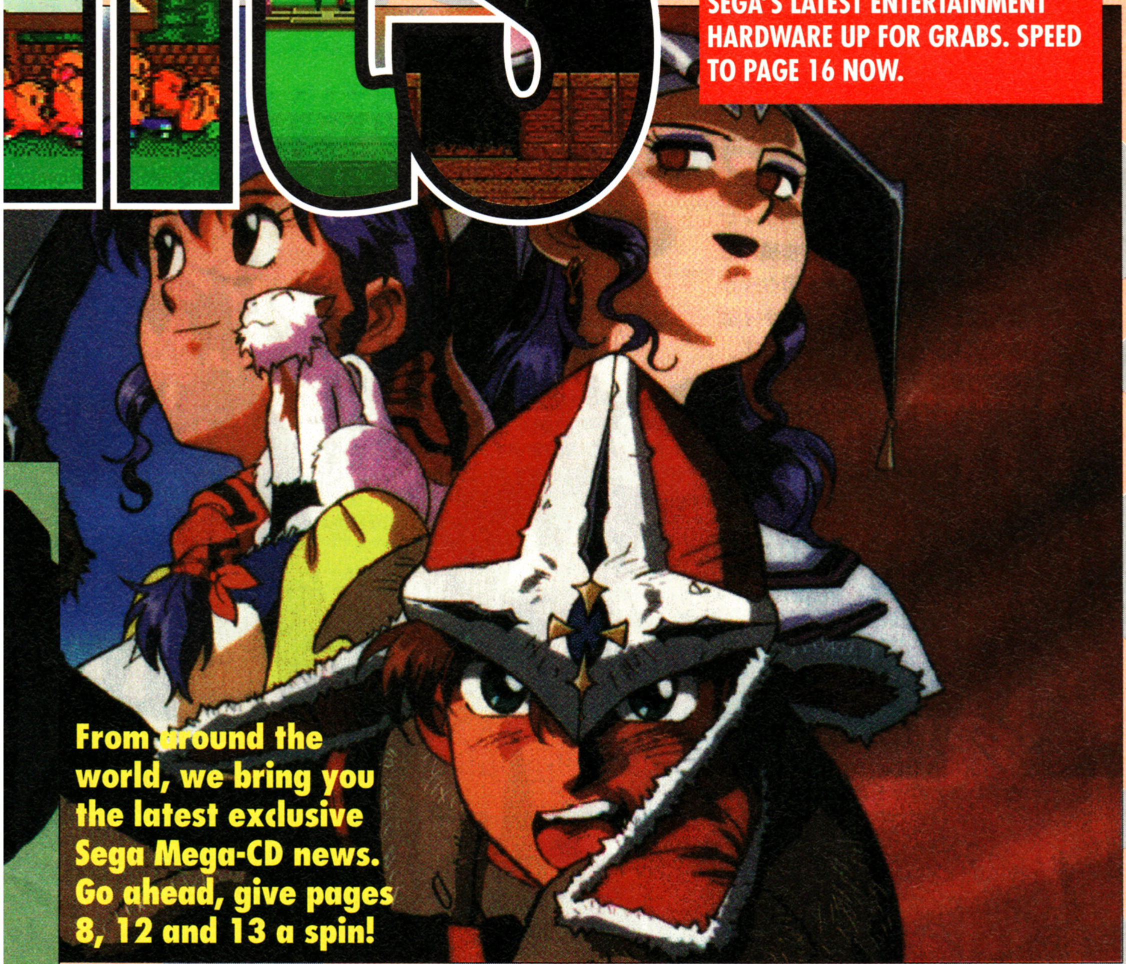
Still without an unleaded option

nts

WIN A TERADRIVE!

SEGA'S LATEST ENTERTAINMENT HARDWARE UP FOR GRABS. SPEED TO PAGE 16 NOW.



From around the world, we bring you the latest exclusive Sega Mega-CD news. Go ahead, give pages 8, 12 and 13 a spin!

OCIOUS!

Turn to page 18 fast for the sensational Sega software showdown. You'll find part one of the most comprehensive collection of reviews and pictures of every Mega Drive, Master System and Game Gear game ever released.

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SCENE SELECT

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IT'S SHOWTIME!

Welcome to SegaPro, Britain's biggest, brightest and bubbliest Sega console magazine – more Sega coverage, more game reviews, more news, more previews, more hints and tips, more colour, more pages, and more action than any other Sega magazine! Every month, the SegaPro team guarantee to provide you with:

- **Reviews of every Sega game released – from the UK, USA and Japan. Check out our world exclusives of *The Immortal, Shadow of the Beast, The Flintstones* and *ToeJam and Earl*. No-one else comes close!**
- **World-wide coverage of all Sega news – with correspondents based in Japan and USA. Full details of all the Mega-CD games and all the big releases from around the world. No-one manages as much!**
- **ProTips on every game reviewed – plus, the complete solutions to all the top games. Over 30 of the latest games busted and beaten. No-one gives you more!**
- **The full picture – we don't keep you in the dark. You'll find more game shots, maps, and complete level guides in SegaPro than anywhere else. No-one shows you as much!**

THOSE IN THE KNOW PLUG INTO SEGAPRO!

THE SEGAPRO CREW

DAMIAN BUTT

Fave games: *The Immortal* (MD), *Road Rash* (MD), *Rastan Saga* (GG)
For someone that only started a few weeks ago, Damian has quickly perfected the art of the toilet sneak. Now he would rather travel three miles to his home at lunchtime, than get the food for his fellow man. Also, he's quickly becoming very unpopular in the coffee-making stakes, too.
Favourite sarny: tuna, cucumber and mayo.

IAN CHUBB

Fave games: *The Immortal* (MD), *Klax* (MD), *Sonic the Hedgehog* (MD)
Almost as resilient as Dom when it comes to starvation, but usually loses out in the end. Would rather nip to Rose's and have poor sandwiches, than travel the extra couple of yards to Sangers. Fetched the sandwiches twice this month, but is partial to nipping out first thing for a warm sausage roll to start the day with.
Favourite sarny: prawn and mayo.

LES ELLIS

Fave games: *Road Rash* (MD), *Streets of Rage* (MD), *Halley Wars* (GG)
The man who invented the food run. Lasted the first two weeks of the month well, but soon slacked when Ian, Andrew and Dominic defected to Sangers, a far more expensive, yuppie sandwich bar. Caution: it often takes a few days to get your change out of Les.
Favourite sarny: ham and pickle salad.

DOMINIC HANDY

Fave games: *The Immortal* (MD), *El Viento* (MD), *Factory Panic* (GG)
After starting the month as a loyal Rose's customer, Dom joined the breakaway movement patronising Sangers, where you actually choose what you want (and not get told what they've got!). Has never fetched the sandwiches during the day, although doesn't mind a pizza run at night.
Favourite sarny: chicken in curry mayo.

RICHARD MONTEIRO

Fave games: *EA Hockey* (MD), *Streets of Rage* (MD), *Columns* (MS/GG)
It will be written in the annals of history that Richard Monteiro Never Got The Sandwiches. Has a nasty habit of starving like a fool with the rest of us, but also slyly getting Di to sneak off and buy sarnies for just the two of them (nuff said!). Will eat anything left around the office, no matter how old, cold or mouldy.
Favourite sarny: prawn mayo.

ANDREW SMALES

Fave games: *The Immortal* (MD), *Ringside Angel* (MD), *Fantasy Zone* (GG)
Lives for overdrafts, and subsequently pioneered the trip to Sangers. Was the first to experiment with the chicken and curry mayo sarny, which has subsequently spread in popularity. Still isn't satisfied, though, and in the pursuit of the ultimate sandwich may start a regular 12-mile sandwich run to Bath.
Favourite sarny: tuna and cream cheese in curry mayo.

DI TAVENER

Fave games: *Castle of Illusion* (MD), *Shanghai* (MS), *Columns* (GG)
Pretends to be a green, health-conscious person during the week, but manages to cram in at least one box of chocolates at the weekend. Will go with the flow, and take sandwiches from whichever shop is visited. Partial to the odd sandwich run herself, but usually restricts it to The Crowing Cock.
Fave sarny: chicken in curry mayo.

Not many games available for it, but the Game Gear Watch is one of the most desirable marketing gifts in Japan at the moment.

WATCH THIS!

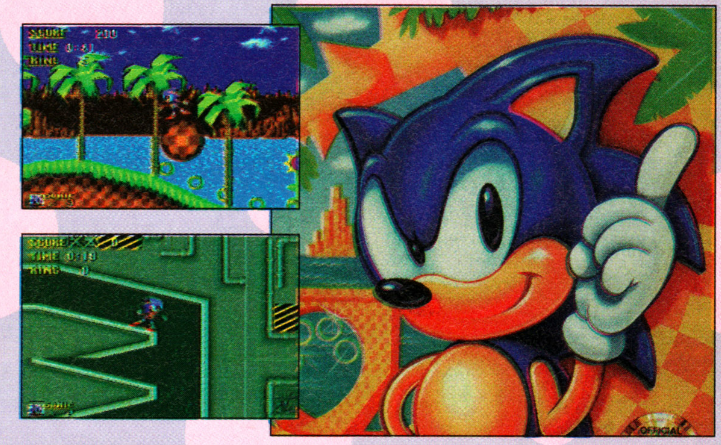
On a recent fact-finding mission to the UK, Sega Japan brought along loads of limited edition goodies for Sega programmers. One of them was a neat watch in the shape of a Game Gear. Could this be Sega Japan dropping hints that UK programmers never finishing their games on time? Surely not.

DATEL REPLAY THE ACTION

News has reached us that Datel, who have previously developed brilliant cartridge cracking units for all the home computers, are now to smash onto Sega with the Action Replay. The name is a little misleading because the cart doesn't actually allow you to replay action (via frozen saved games, for instance), but it does contain all the useful game-cracking code that sneakily changes the game's attributes, like the number of lives, amount of energy, etc. You just type in a special code for each game and the unit scans the cart and changes the game's variables – clever, huh? It's all menu-driven, so even your gran could use it. And because of some advanced hardware inside, it's always totally up to date (there are already eight cheats for *Sonic*!).

The unit looks exactly like a normal cart, and plugs in between the Mega Drive and the game cart. Not only does this allow you to intercept game instructions, it also acts as a Japanese convertor, allowing you to plug Jap carts in a UK Mega Drive. So what sort of a price would you expect to pay for this bit of technical wizardry? £130? £100? £75? No, the whole lot is just £49.99 (including p+p), which includes a year's subscription to GameBuster, Datel's own magazine containing all the cheat codes for the latest games.

Sega Action Replay will be released at the end of November, and SegaPro will be the first magazine to get its hands on the cart, so expect an in-depth look next issue. If you really can't wait, you can reserve your Action Replay by ringing the 24-hour hotline on (0782) 744707.



Sonic hacked eight times over with Datel's clever Action Replay cart. First pictures and an exclusive talk to the developers of the unit in next issue's stonking SegaPro.

BECOME A PRO!

Ever wanted the chance to prove your worth? Have you always wanted recognition for your gaming prowess? Strapped for cash and could do with winning a few goodies? Whatever your problems, we have the answer. SEGAPRO are proud to announce The SEGAPRO Tour.

Yes, if you've always wanted to confront a magazine face to face, then this is your chance. The SEGAPRO convertible will be travelling around the country, visiting all the top Sega shops and meeting the public.

At each location, we'll be holding The SegaPro Challenge, where anyone – no matter how old, young, ugly, fat or spotty – will be able to challenge other Sega games players. To make things completely fair, the challengers will be playing a brand-new, unreleased game. And even if you don't fancy taking part in the competition, we'll be displaying all the latest games fresh from the production line for you to peruse and play. Also, they'll be loads of goodies up for grabs at all locations, and the winners of each SEGAPRO Challenge will go onto the grand final to be held at Easter.

Shops already signed up include Whizz-Kidd Games, TV Games, Cheshire Games and Console Concepts. If you think your local shop should be taking part, then why not get them to contact us! At SEGAPRO, we're not scared of going beyond the M25 to every part of the England, Scotland and Wales, so watch out for us on the road.

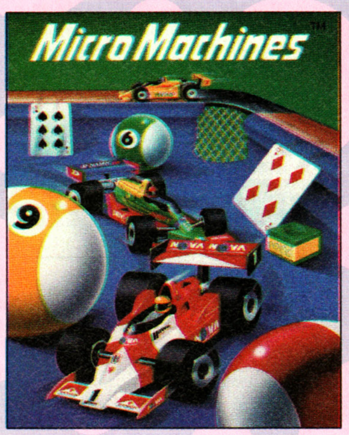
We'll have more details and dates in next issue, so don't miss out on SEGAPRO on the streets.

CODERS GO DIZZY OVER GAME GENIE

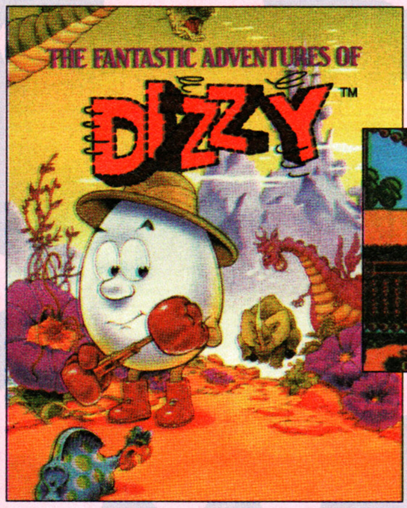
Up till now, Code Masters have only been known in the UK for their value-packed budget games on home computer. Meanwhile, across the Atlantic, they have been flogging Nintendo hardware and software in huge quantities.

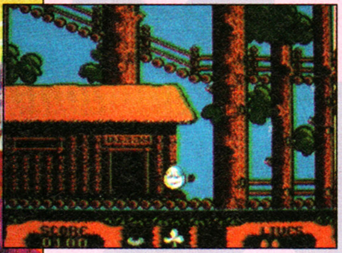
Now Coders are expected to flood the European market with similar products for the Mega Drive. First up are a couple of conversions of their golden NES carts, *The Adventures of Dizzy* and *Micro Machines*. Both of these carts contained a customised 16-bit graphics chip on the NES, so the graphics should be well up to standard on the Mega Drive. Also of extreme interest to Sega owners are Mega Drive *and* Game Gear versions of Galoob's controversial NES Game Genie device which the Big N tried (and failed miserably) to stop in the US. Apparently, Sega aren't going to play the same game in this country, and have reportedly given the go ahead to Coders.

The widget allows gamers to hack into games and change the number of lives, power-ups, energy, etc. It is very similar to Datel's Action Replay cart, so expect the Game Genie to create a different battle of the biggies over here when it arrives in the first quarter of 1992.



Richard (right) and David Darling of Code Masters: looking forward to another profitable console year when they jump into the Sega market next year with *Adventures of Dizzy, Micro Machines* and the incredible game-busting device, Game Genie. David: "Forget this Sega stuff for the moment; have you got Richard Eddy's phone number? We're in need of a PR person..."





A budget market for the Mega Drive? It could all come true when Code Masters finally launch themselves onto the Sega next year with titles like *Dizzy*.

WIDER GEAR

Before you rush out and purchase the most-desirable Wide Gear unit to wop up the screen size on the Game Gear, take a look at this little beauty.

Beeshu, who stock an extensive range in Sega joysticks and accessories, have developed a special version all of their own. SEGAPRO was treated to a behind-closed-doors unveiling of this unit at the recent ECES in London, and by all accounts it performs much better than the Wide Gear. The unit, which hasn't been named yet, gives a much clearer and larger picture than the Wide Gear and doesn't chop off the edges. And if you don't fancy using the magnifier, you can simply swivel the glass out of the way.

In all, this looks like a very sturdy product and at £9.99 it's a mighty bit cheaper than the official job. You can contact Beeshu via their UK distributors, Euromax, on (0262) 601006.

BRUCIE'S BARGAINS

If you're looking for hundreds – nay, thousands –of bargains, cheap consoles, even cheaper carts and a fun day out, why not visit the All Formats Computer Fair. Everyone under the sun will be there, all plying their wares at unbelievably low prices. You may well be able to pick up the very latest issue of SEGAPRO there! And to make the shows more enticing, the show organiser, Bruce "I haven't got a light perm" Everiss, is offering every SEGAPRO reader his very own Brucie Bonus of £1 off the show entry fee of £4. Now that's an offer you simply can't refuse!

BRUCIE BONUS

This voucher entitles one person to £1 off the entry fee at the following All-Formats Computer Fairs:

Sunday November 3
10am to 4pm
The New Hall of the
Royal Horticultural Soc
Greycoat & Elverton St
London

Sunday November 10
10am to 4pm
Motorcycle Museum
Junction 6
M42
Birmingham

Only one voucher per person. Offer exclusive to SEGAPRO. No copies accepted. Not exchangable for cash or other merchandise. This voucher cannot be used in conjunction with any other promotional offer. Cash value 0.001p.

Another Farce? Lame Sex? Limp Machines?

MEGA-CD RUNDOWN

Forget Christmas, the only date for your calender this year is December 1. It is on this day that the Mega Drive's Mega-CD unit will be launched in Japan. Grey importers are already taking orders for the peripheral, so get them in now to avoid disappointment.

After scouring the world, we came up with this definitive list of what's in Mega-CD development at the moment. Most have no specific launch date, but we'll keep you informed when more release details are announced.

Sim Earth (Sega)
Dark Wizard (Sega)
3x3 Eyes (Sega)
Lies of the Dragon (Sega)
Lunar (Game Arts)
Nobunaga vs Leyasu (Game Arts)
Yumini Mix (Game Arts)
Nostalgia 1907 (Sur Dé Wave)
Earnest Evans (Wolf Team)
Super Gal's Panic (Kaneco)
Shbaltz Silt (Kogago Studio)
Crying Dragon (Treco)
Valis III (Treco)
Cosmic Phantasy (Telenet)
Alsrun Battle (Human)
World Rally (Visco)
Detonator Organ (Hot B)

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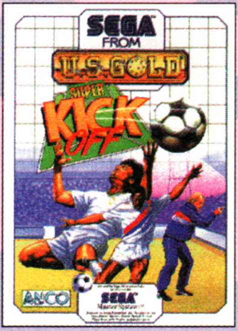
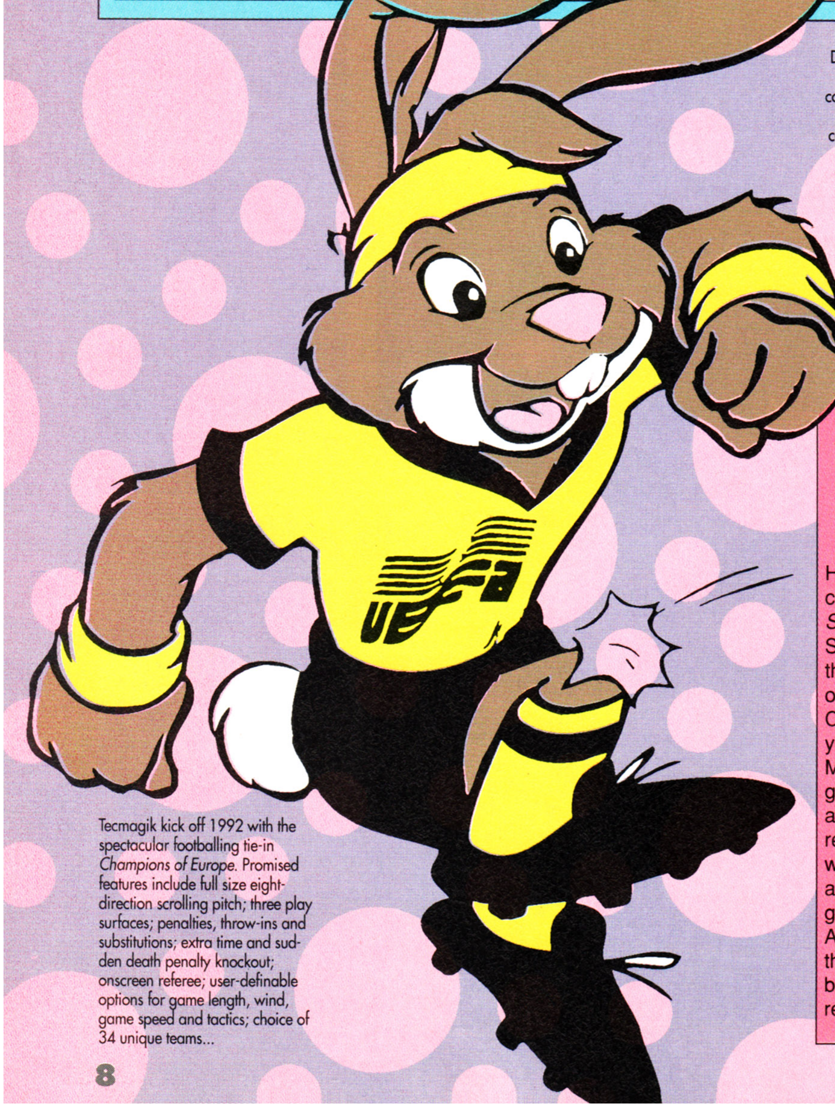
MASTER GETS IN GEAR

Good news for all those Master System owners who have, or are thinking of, buying Game Gears. The Master Gear has sneaked into the country – first from grey importers, quickly followed by an official version. Although at time of going to press we didn't actually receive one, we believe the official version is practically identical to the original. The import unit we received from Electro Games gives a superb picture, excellent sound and often makes the low-res Master System games look a lot better than some Game Gear titles. The official Master Gear unit is available from Silica Systems, ✆ (081) 3091111, for £34.99, or contact Electro Games on (081) 5308246 for the import version which they're selling for £22+postage.

2Mbits into one will go, as the capacity of the Game Gear is doubled with the arrival of the Master Gear.



Don't forget, US Gold's conversion of *Kick Off*, called *Super Kick Off* on the MS, will be in the shops near Xmas. Look out for a full review next month.

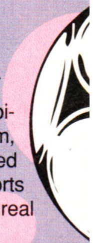


Tecmagik kick off 1992 with the spectacular footballing tie-in *Champions of Europe*. Promised features include full size eight-direction scrolling pitch; three play surfaces; penalties, throw-ins and substitutions; extra time and sudden death penalty knockout; onscreen referee; user-definable options for game length, wind, game speed and tactics; choice of 34 unique teams...

TECMAGIK ARE CHAMPS!

Having received critical acclaim for converting both *Populous* and *Shadow of the Beast* to the Master System, Tecmagik have obtained the rights to the official videogame of *UEFA 92 Champions of Europe*. Complete with the mascot, Berni, you can either play against the Master System or a friend. The game features eight-way directional scrolling, making it play like a real *Kick Off* beater. In fact, the way Tecmagik are harping on about it, this should be the greatest game to ever appear anywhere. And you can bet that we'll be right there, as soon as the first whistle is blown, to check up on it. Expect a release around Feb/March time.

HAT TRICK



In the pursuit of eternal happiness, and total gaming realism, Electronic Arts have created EASN, the Electronic Arts Sports Network (based loosely on the real TV sports channel ESPN).

From now on all EA sports games have to fulfil certain criteria: action replays, half-time highlights, full implementation of rules, etc. Some elements have already been seen in games like *Lakers vs Celtics, John Madden Football* and *EA Hockey*, but from now on, all games will have everything.

So what games can you expect in the future? Put volleyball and baseball at the very top of your list, with options on soccer and athletics. Possibly!

Newsfield go bottoms up!

WHO ARE...?

Console Concepts, 223b Waterloo Road, Cobridge,
Stoke-on-Trent, Staffordshire ST6 2HS.
✆ (0782) 712759.

Steve Lowe (above) and Colin Nosurname at Console Concepts: the ToeJam & Earl of grey importing?

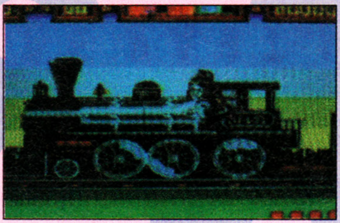
Mail order founded: Feb 1988 (as PC Engine Supplies)
Shop opened: March 1990
Stock: Mega Drive, Master System, Game Gear, PC Engine/Super Grafx, Neo•Geo, NES, Super Famicom, Game Boy, Atari Lynx
Main guys: Steve Lowe, Colin Nosurname
Fave games: *Steve* – EA Hockey (MD), Ghouls 'n' Ghosts (MD), Devil Crash (PC Engine), PC Kid 2 (PC Engine)
Colin – Magical Hat (MD), 1941 (Super Grafx), Hit the Ice (PC Engine)
FYI: Game music CDs, carry cases, Jap and US mags, hint books, info hotline soon, more shops in 1992 and Mega-CD in December
Comments: *Steve*: "I hate these small companies who set up one day, take money for orders, and disappear the next day. We try to dispatch every order on the day we receive it. If we haven't got something in stock, we'll say so."

CONSOLE CONCEPTS

MIRRORSOFT TERMINATED!

Not only have Mirrorsoft got their own line of Sega games coming up over the next year (including *Back to the Future II* and *III*, *Xenon II* and *Speedball II*), they've also clinched a major deal that will ensure Mega Drive owners get to play all the games by Nintendo's number one licensee, Acclaim. This is a major injection in the Mega Drive's arm, and means Sega owners will now be able to play games like *The Simpsons, Terminator 2, WWF Wrestlemania Challenge, Smash TV, Total Recall* and *Arch Rivals*.

All the development for these hot licenses is being done right here in the UK, with Mirrorsoft's usual in-house team handling the production. The only bad news about all this is that Mirrorsoft expect the first game, which is still undecided, to be released in Jan/Feb 1992. Can you wait that long?



Mirrorsoft will have a wealth of Master System and Mega Drive titles for release over the next few months. *Back to the Future II and III* (above) are due for the Master System and Mega Drive as are a wealth of big Acclaim licenses like *Terminator 2* and *WWF*.

Is Mirrorsoft's new deal with Acclaim coming at just the right time for Sega? Will this finally kill of the NES in Britain? All the Sega needs now is Mario – or perhaps Bart and family will be enough.

● PRODATES ●

10/91	ToeJam & Earl (MD)	USA
10/91	Decapattack (MD)	USA
10/91	Heavy Nova (MD)	USA
10/91	Marvel Land (MD)	USA
10/91	Saint Sword (MD)	USA
10/91	Arcus Odyssey (MD)	UK/USA
10/91	Shining in the Darkness (MD)	UK/USA
10/91	Fatal Rewind	UK/USA
10/91	Lakers vs Celtics	UK
10/91	Raiden Trad (MD)	UK
10/91	Junction (MD)	UK
10/91	Dinoland (MD)	UK
10/91	WB – Monster World III (MD)	UK
10/91	Klax (MD)	UK
10/91	Out Run (MD/GG)	UK
10/91	Running Battle (MS)	UK
10/91	World Class Leader Board (MS)	UK
10/91	Xenon II (MS)	UK
10/91	Populous (MS)	UK
10/91	Heroes of the Lance (MS)	UK
10/91	Bonanza Bros (MS)	UK
10/91	Alien Storm (MS)	UK
10/91	Laser Ghost (MS)	UK
10/91	The Lucky Dime Adventure (GG)	USA
10/91	Slider (GG)	USA
10/91	Solitaire Poker (GG)	USA
10/91	Joe Montana Football (GG)	UK
10/91	Factory Panic (GG)	UK
10/91	Official Master Gear	UK
11/10/91	Ninja Gaiden (GG)	Japan
18/10/91	Spider-Man (MD)	Japan
21/10/91	Comdex Fall Show	Las Vegas
22/10/91	Block-Out (MD)	Japan
22/10/91	WB – Monster World III (MD)	Japan
25/10/91	Y's III (MD)	Japan
25/20/91	Frogger (GG)	Japan
30/10/91	Bare Knuckle reprint (MD)	Japan
31/10/91	Dragon's Eye – Shanghai 3 (MD)	Japan
11/91	The Immortal (MD)	UK/USA
11/91	Marble Madness (MD)	UK/USA
11/91	Masters of Monsters (MD)	UK/USA
11/91	Mercs (MD)	UK/USA
11/91	Shadow of the Beast (MD)	UK/USA
11/91	Dinoland (MD)	USA
11/91	Quad Challenge (MD)	USA
11/91	The Terminator (MD)	UK
11/91	Vapor Trail (MD)	UK
11/91	El Viento (MD)	UK
11/91	Hard Drivin' (MD)	UK
11/91	Duck Tales (MS)	UK
11/91	Line of Fire (MS)	UK
11/91	Devilish (GG)	USA
11/91	Frogger (GG)	UK
11/91	Leader Board Golf (GG)	UK
11/91	Ninja Gaiden (GG)	UK
11/91	Donald Duck (GG)	UK
11/91	Action Replay Cartridge	UK
1/11/91	Axe Battler (GG)	Japan
3/11/91	All Formats Computer Fair	London
5/11/91	Undeadline (MD)	Japan
5/11/91	Beast Warriors (MD)	Japan
11/11/91	All Formats Computer Fair	Birmingham
13/11/91	Double Dragon (MD)	Japan
21/11/91	F-22 (MD)	UK
21/11/91	Shadow of the Beast (MS)	UK
21/11/91	SegaPro issue two on sale	UK

Key: MD = Mega Drive, MS = Master System, GG = Game Gear
Please note: it will take importers a few days to get games into the UK, so don't hassle them on the day games are released overseas. All dates are subject to alteration.
Industry bods: if you're launching a product, running an event, writing a game, etc, then please let us know at ProDates.

The Jolly Rogerer.

SPEAK UP!

That reliable peripheral supplier Evesham Micros have yet again come up with what the public want. They have developed a pair of special speakers that every Sega owner – MD, MS or even GG! – should be plugging into their machine.

The Zy-Fi speakers plug directly into the headphone socket of your console, and are powered by an external supply (included) or batteries. They have a built-in amplifier, which powers the three-way, six-speaker system, and sound absolutely terrific when blasted to the max.

Ten pairs of these whopping speakers are waiting in the SegaPro offices for the prize winners. Will you be one of the lucky ten?

They are designed in sleek, black plastic, making them the ideal companion for your machine. The Zy-Fi speakers retail for £39.95, but if you fancy your chances, enter this terrific compo.

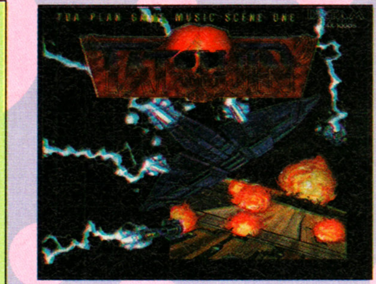
Evesham Micros have donated TEN of these great speaker systems for SegaPro readers to win. All you have to do is answer the following question.

The hit game *Streets of Rage* is also known under a different name – what is it?

a) Bare Knuckle
b) Pavement of Pain
c) Suicide Sidewalk

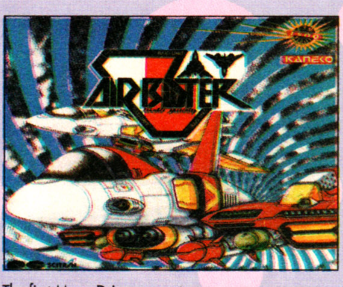
Dead easy! Jot the answer down and send it to *Turn down that racket!, SegaPro, 7 Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.* Make sure your entries get to us by November 21.

If you're one of those people that never wins competitions, you can buy your own pair of speakers by contacting Zydec on (0386) 45999.


TOA PLAN SEGA MUSIC SCENE ONE

TRUXTON ON CD!

It's true – almost. The great soundtrack to scene one of *Truxton/Tatsujin* is now available on compact disc. Also on the same 38-track CD is the music from *Hellfire*, and the complete sheet music so you can play along. Other CDs in the game music series include *Airbuster – Trouble Speciality*. For the latest in this strange Mega Drive spin off, ring Console Concepts on (0782) 712759.



The first Mega Drive games to appear on compact disc? More collector's items for the Sega aficionado as game soundtracks appear on CD.

PROGRAMMER PROFILE SIMON FREEMAN

Name:	Simon Freeman
Age:	21
Home:	California
Previously:	*Populous* (MS), *Pac-Mania* (help on MS)
Presently:	*Shadow of the Beast* (MS), *Champions of Europe* (MS)
Food:	Mexican
Drink:	Tequila
Music:	Kate Bush, Tone Loc, La Union, The Cure

THE IMPORT CHARTS

MEGA DRIVE

1. Streets of Rage
2. EA Hockey
3. Sonic the Hedgehog
4. Wrestle War
5. Alien Storm
6. Out Run
7. Spider-Man
8. Strider
9. Zero Wing
10. Dick Tracy

GAME GEAR

1. Halley's War
2. Rastan Saga
3. Shinobi
4. Out Run
5. Fantasy Zone

The charts were compiled from sales data supplied by numerous companies specialising in import games throughout the UK. The charts in no way reflect Sega Europe's official sales.

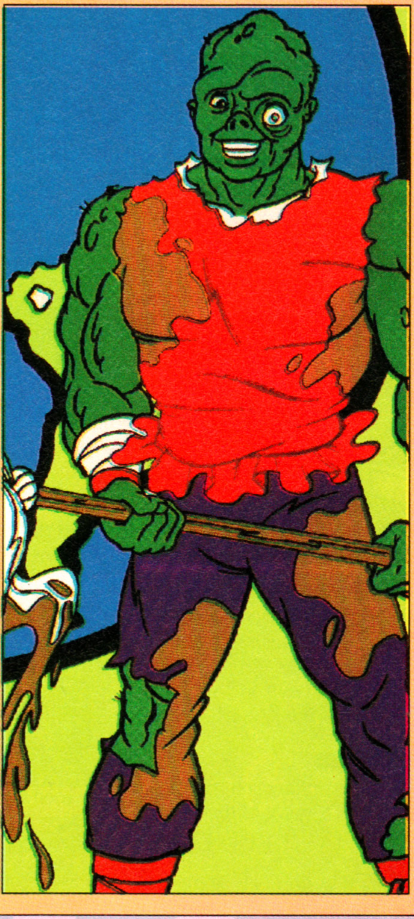
Win a Sega Teradrive – see page 16 fast!

WHISPERS...

Hey, keep it quiet. What I am about to tell you is to go no further than these 84 pages...

First off, although I've been bound to secrecy, I can give you a few clues as what Infogrames' follow-up to *Fantasia* will be. They're lean, they're deformed and they're on your TV screen in January. They are based on a cult (ie, rubbish) post-nuclear film from a company beginning with Tro... Bandai already have a Nintendo version coming out in the States, and the Mega Drive version is expected in January. Any guesses...?

CD+G, CD-I, CD-TV, CD-ROM. It's all happening at the moment. If you aren't developing games for one, then you're working on something for another. Ripe for the picking this month are Electronic Arts, who didn't want to confirm anything, but expressed great interest in the unit, and Psygnosis who are currently finishing off *Whizz & Liz*, a lightning fast arcade platform game, for May release. Also, don't be surprised if Code Masters come up with a compilation CD...



Gremlin may also be getting in on the Sega party. Word has recently come my way of a MD version of *Turbo Esprit.* The game appeared on the Super F as *Top Racer*, so expect a name change.

Other unconfirmed leaks this month include *Kick Off* on the Mega Drive, *Strider* on Master System and Game Gear, GG *Indiana Jones*, *Sonic* on the GG (!), and a game starring a yellow Kiwi on the Master System.

Finally, an unnameable PR person told me that Sega Europe only plan to release 19 UK games in 1992. This figure supposedly includes third-party licensees, so look out for grey importing to get very popular next year!

Ivor Leak

Happy 21st, Mark. It's cool, man!

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NEWS FROM JAPAN

with Shintaro Kanaoya

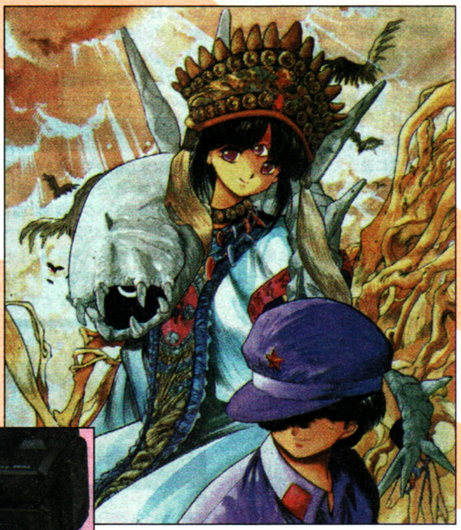
Ohayo, English dudes. The Mega-CD is undoubtedly the biggest news on the Mega Drive at the moment. As with all massive storage units, the Mega-CD is soon to be flooded with a plethora of RPGs. On the one hand it's good to see some completely new games – as opposed to the scheduled coin-op conversions – but RPGs aren't exactly everyone's cup of tea, especially if they're all in Japanese.

First mention goes to *3x3 Eyes*, an adaptation of a popular comic strip which appears in Young Magazine. The story goes that a young student comes across a three-eyed girl (hence the title) in the popular Shinjuku district, which is where the fantasy adventure begins. *3x3 Eyes* contains a not unsubstantial 30 minutes of animation, up to four characters to control, over 100 different creatures to fight, and fully-animated action sequences in some of the dungeons.

Released before *Eyes* is *Dark Wizard*. This is an original fantasy scenario, and will contain even more animation than *3x3 Eyes*. There's up to 40 minutes' worth for the intro, as well as a long game end sequence, and numerous little bits popping up as you play. Interestingly, the game uses hexes in which to move, making it look like a strategy game although I'm assured it's an RPG.

Not long to go befor e you can sample the delights of Sega's Mega-CD and the astounding software that's on the way from over 27 developers worldwide. Place your order now!

I have a lot of faith in this project as there's a wealth of knowledge and experience behind it. The scenario writer, Terada, wrote the storyline for the hugely popular *Final Fantasy* games on the Famicom (up to *Final Fantasy 3*), and is also a TV drama writer, author and comic book writer. The animation director, Taniguchi, is a TV animator and the character designs are done by a man called Mori. With this kind of team, you can see why Sega are very confident about this game.

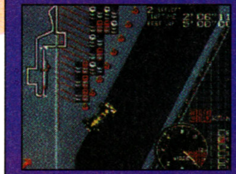


But both of these RPGs pale into insignificance when compared to the amazing *Lunar: The Silver Star*. This game is being mentioned in the same breath as the *Dragon Quest*, not least because of its auto battle capacity and artificial intelligence. The game itself, however, is much more colourful and fun looking than the world renowned *Dragon Quest* games.

The story revolves around three 15-year-olds, the hero of the game being

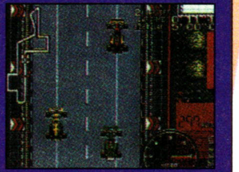
POLE POSITION

Anyone who has wasted hours watching the fastest cars in the world race aimlessly around formula one track can't have failed to have noticed a not insignificant Japanese driver by the name of Nakajima.

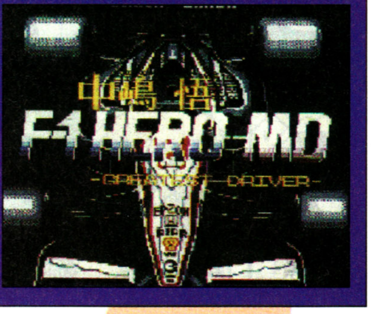


The authors of *Nakajima's F-1 Grand Prix* claim it is the most realistic F-1 game yet. They make this claim because of the technical help and all round assistance they've acquired from Nakajima himself.

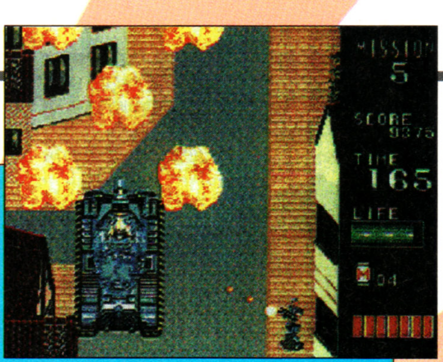
The game is viewed from above, much like *Moto Roader* on the PC Engine or the arcade game *Desert Buggy*. But despite its simplistic look, the game contains all the elements to make it realistic: a speedometer naturally, a map of the course indicating your position, what gear you are in, the number of laps left, etc. But the main realism comes from the machine settings, such as the tyres, suspension, engine and wings, all of which can be changed and improved as you win more prize money.



There are 16 courses in all covering all the major Grand Prix locations. As you get better, so you move up through different teams such as the pseudo-real Farreri, McClaron and Banetton. Naturally, they can't use the real names so they make do with ones that sound real if said after imbibing a few swift sakis. You'll be able to get *Nakajima's F-1 Grand Prix* , an 8Mbit cart, in late December.



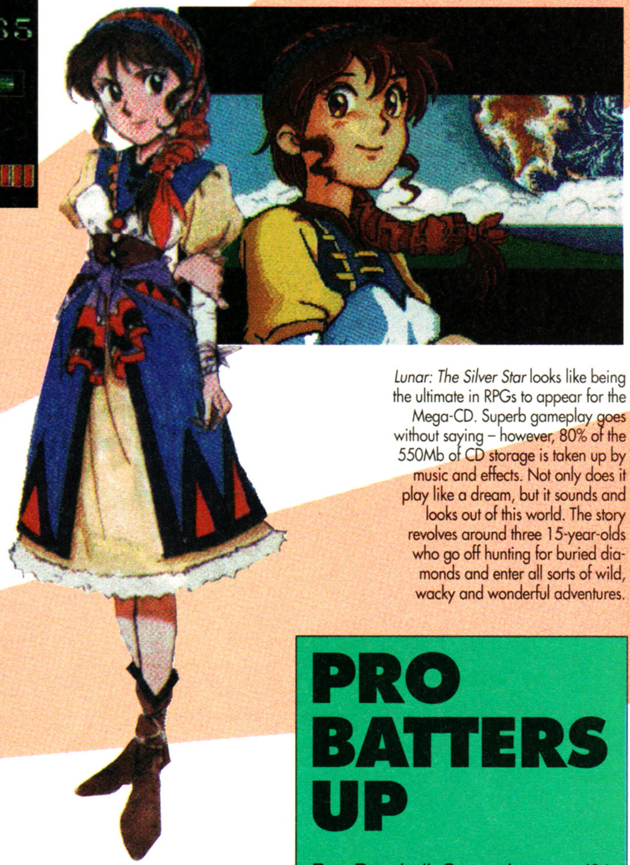
I'LL BE BACK...



In the early Eighties, way before the Schwarzenegger film of the same name, there was a Capcom game called *Commando*. This simple, vertically-scrolling, non sci-fi shoot-'em-up soon became one of the most enduring concepts the video game industry has seen. It was followed a few years later by the pseudo-sequel *Ikari Warriors*, but we have had to wait till now to get *Commando 2*.

The Mega Drive game has two versions in it. There's an arcade version which is simply *Commando 2* as seen in your local ge-cen, and the other is a totally new version. They both have the *Commando* feel, but there are some subtle differences.

In the original, you can change characters if you find allies along the way. There is no time limit but then there are no continues either. You can also swap tokens for food and other items. The essential difference then is that there is no pause in the arcade version, it's just a relentless shoot-'em-up, fighting the enemies and time, whereas the original version is more laid back, more tactical. However, both feature extra weapons like flame throwers, bazookas, shotguns and rifles, and both times you have to fight Russian Hind helicopters. This was released on September 27 so get onto those importers now.



Lunar: The Silver Star looks like being the ultimate in RPGs to appear for the Mega-CD. Superb gameplay goes without saying – however, 80% of the 550Mb of CD storage is taken up by music and effects. Not only does it play like a dream, but it sounds and looks out of this world. The story revolves around three 15-year-olds who go off hunting for buried diamonds and enter all sorts of wild, wacky and wonderful adventures.

a boy called Alés who is in love with a girl called Lunar. Now Alés is the adventurous sort, but Lunar doesn't want him to go anywhere because she feels it is too dangerous. Then along comes Alés's friend, Lamusu, who says that there are a whole load of diamonds buried somewhere. To cut a long story short, the three end up venturing across the wilderness in search of these diamonds, encountering numerous challenges along the way. Apparently, 80% of the 550Mb of CD storage is taken up by music and effects, which still leaves loads of room (100Mb or so) for the rest of the game. It is widely believed that this will be *the* CD game of the year. Of which year I'm not quite sure because they haven't set a release date yet.

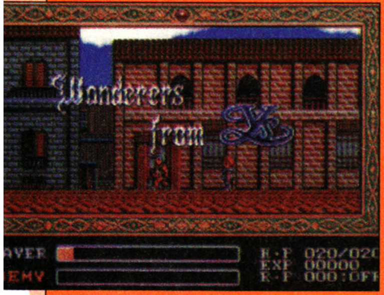
It's great to see these titles pushing the Mega-CD right to the limit from the start. Far too often you have to wait a year or so for some great stuff to appear on a new product – as is the case with the Super Famicom – but the Sega developers have got it right from the start. Have you placed your order yet? The Mega-CD is released in Japan on the 1st December 1991 for around £200.

LOOK
TALK
MOVE
SYSTEM

Scenes from a couple of CD RPG titles due for release soon – very cute, cartoony, colourful and incomprehensible due to the high Japanese content. But who cares when they look this good!

AND Y NOT

Y's III: Wanderers from Y's is, according to the makers Nihon Telenet, a dramatic, action fantasy roleplaying game. What it is, of course, is the first Mega Drive version of the hugely popular series of games that first appeared on PCs, migrated to the MSX and Famicom, then onto the PC Engine and Master System, and now onto the Mega Drive (with a Super Famicom version just released).

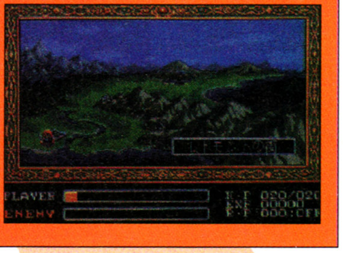


Forget the whys and wherefores of this game, the 8Mbit battery-backed cart is due for release in December.

This is an action game essentially, with a few RPG elements such as conversion with other characters thrown in for free.

The screen shows you a not-so-mighty-looking warrior on an attractive background, all surrounded by an ornate border. Beneath this are two bars marked player and enemy, showing the corresponding hit points left of each. Beside the bars are numbers telling you how many experience, magic and more hits points you have left. Magic can only be used by obtaining rings from people in villages, and wearing the rings in the right places.

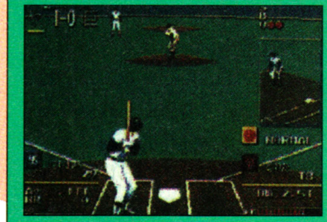
Once a bad guy has been killed, you go to a town, talk to some people and glean information about things that happened elsewhere. Then the map screen appears, you pick your destination and off you go again. It doesn't have the initial appeal of, say, *Marvel Land*, but these sorts of games last for ever and a day (says Chubber).



PRO BATTERS UP

Pro Baseball Super League '91, released on August 30 and a 4Mbit cart with battery back-up, is the sequel to last year's *Super League*.

Most baseball game sequels tend to just involve a change of players' stats, as the teams are essentially based on real teams in Japan, but without using the exact names for fear of reprisals. But this game uses the real names of players and real team names, which is almost unheard of.



The All-Star Game enables you to pick any player from any team and create your own line-up.

The gameplay differs from the original in that you can choose the batting order yourself, there are three different stadiums with their own characteristics, and the play has become more realistic, enabling you to make jumping and sliding catches. All in all, a potentially terrific sequel.

NEWS FROM USA

with Joe Linebacker

Yo! Hey, guys, seen the latest Mega-CD pix to be sneaked out of Sega HQ? Well, here they are and by the look of things, the Mega-CD is going to eclipse every other Sega product released this Christmas.

Most of the development is taking place in Japan, but there is a small amount of release news filtering through to the States. Shintaro has mentioned most of the games in Big in Japan (p12, 13), but I'll just fill you in on a few gaps.

One of the most interesting announcements is *Nostalgia 1907* from Sur Dé Wave. This game is very reminiscent of one of those old Agatha Christie movies, and takes place on a luxury cruise liner somewhere in the pacific. You are there by invitation and when your host suddenly dies, foul play is suspected. The captain summons you to his cabin and asks you to try to solve the case before he docks into port. Sadly, at present the game contains Japanese text only, which means that nothing short of an extremely comprehensive Japanese phrasebook will allow you to partake in the adventure. Even so, you can spend most of your time just admiring the sepia graphics, with which the disc is absolutely packed.

GENESIS
16-BIT
MEGA-CD
SEGA
PLAY
DISC
ACCESS
CD ACCESS
CD OUT READY
CD IN READY
STAND BY MODE

Also on the cards is the prequel to *El Viento* (reviewed on page 56 this issue) from Renovation. This, too, is set in the early part of the century, around 1925, and takes you on a journey in true Indiana Jones style. Anette, the female star of *El Viento*, is your main aim in the game, but you must also locate the missing book of magic from the animal-infested jungles of Peru. From the pictures that have been released so far, it looks like this one could top even *El Viento*!

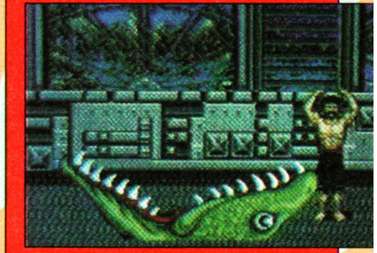
Finally, a familiar name on nearly every games machine, *Sim Earth*. Yes, you can't escape from it. This time Sega themselves are publishing it, but I'm sure the original designers, Maxis, will have a major say in its content. Being a CD-ROM version, it's bound to have all the extra cities released so far, as well as a few new ones I'd hope.

TIME WASTER

Kids in America have long been suspected of spending too much time playing video games and not enough time on their homework. Well, all that is about to change as more and more parents find out about the Time Out! This innocent looking device requires absolutely no assembly and slides directly into the cartridge slot of your favourite console. It features a pick proof lock which means it can't be removed till the parents want it to. (Sounds like a father's excuse to play on his kid's console after he's gone to bed.) At ten dollars, parents will be picking these up by the dozen.

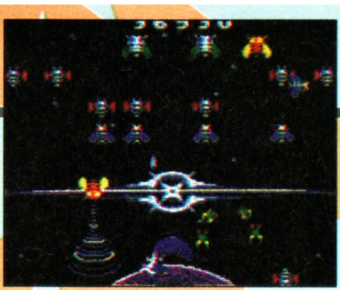
THE FATMAN IS BACK!

Around five months ago, a great beat-'em-up arrived on the Mega Drive. It was called *Fatman*, and it is now appearing in the States on the Genesis under the title *SlaughterSport*. It's being published via Razor Soft, the rapidly-growing company behind *Stormlord*. You get to compete against 18 murderous opponents, and it ain't over till the Fatman sings (or loses his head).



ASTOUNDED BY ARCUS

The latest blend of hack 'n' slash and RPG is about to be unleashed on an unsuspecting American public. *Arcus Odyssey* is a two-player game where the competitors choose from four characters and can team up to challenge the bad guys. Each character has different weapons and characteristics that can be utilised in the best situation. The game comes on an 8Mbit cart and promises to hook both RPGers and the action brigade.



Yeah! The Game Gear is to get its very own version of the brilliant shoot-'em-up *Galaga*. Following in the traditional of the amazing *Galaga 88* on the PC Engine, this version is titled *Galaga '91* and contains everything from the previous reincarnations and more. It's released on October 25 and is undoubtedly an essential purchase.

MARIO ON SEGA

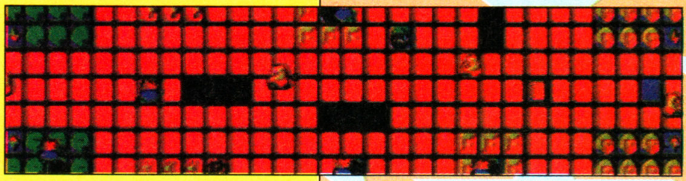
After the amazing success of EA's *NHL Hockey*, Sega have another one on the way. *Mario Lemieux Hockey* comes on a 4Mb cart and is being touted as an action simulation for the winter season. In case you didn't know, *Mario Lemieux* is the hot shot who led the Pittsburgh Penguins to the finals of the Stanley Cup. No big deal, you may think, but the Penguins were the weakest and most unfancied team of the lot.

The game features 15 teams who can shoot it out in Tournament or Exhibition mode. The game uses a 3/4 overhead perspective and plays horizontally. Pre-production screen pix look pretty amazing and this may be a real competitor to *NHL Hockey*. Released in December.

SLIDER IN 'ERE

Around six months ago, French software house Loriciels released an Amiga game called *Super Skweek*. Immediately it was snapped up for conversion to the Atari Lynx (which means it'll be out in about 23 years time!) which usually means Sega owners can kiss goodbye to a version. But no, Loriciels also managed to sneak it onto the Game Gear under the title *Slider*. The game's a puzzler's extravaganza with 99 levels of colourful mayhem. You play a furry little creature who has to change the colour of all the tiles onscreen. There's a time limit, of course, which means a brain-busting time is guaranteed.

Slider is already out in the States, so expect it UK-bound soon.



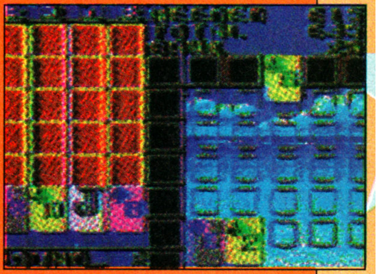
DUCK!

While NES owners (who?) were revelling in the delights of *Duck Tales*, Sega America were already grinding away at a different Disney adventure starring the Duck family. *The Luck Dime Caper*, available on the Master System in November, puts Donald Duck in the unenviable shoes of the hero who has to rescue his three luckless nephews from the grasp of Magica Dispell, an evil, money-grabbing, old hag. Along with the troublesome threesome, Dispell nicked Uncle Scrooge McDuck's lucky dime – the key to his large fortune. You must travel through five action-packed levels, rescue the kids and find the coin. Above all you must stop Magica Dispell becoming the richest duck in Duckburg and squandering all the loot on perms and Pernod.

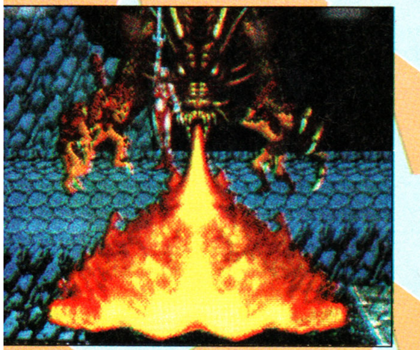
Coming soon to a Game Gear near you: *Slider* (nee *Super Skweek*). The game features stacks of levels and requires you to change the colour of tiles on screen Mega Drive owners will have a good idea of what to expect in Slider if they've played *Zoom!*.

I'M A SOLE MAN

Do you spend your Friday nights cooped up in a loft? If so, then you could be a sole man, and Sega have the ideal game for you. Being a sole man, you will most certainly have a Game Gear, and *Solitaire Poker* is just the cart to slam in it. This game combines two of the most popular casino games into a challenging and quite addictive package. Your basic aim is to get as good a hand of five cards as possible and accrue a large amount of points. When a certain figure is reached, you will progress onto the next level. Two players can take part at once, which doesn't exactly double the fun, it just means you lose your sole man status.



Before I go, here's a bit of gossip doing the rounds. Apparently, there are rumours of JVC producing a unit that will play both Mega Drive carts and Mega-CDs. Personally, I find this very hard to believe as JVC own a large stake of Lucasfilm, who in turn are one of Nintendo's favourite licensees. Still, there's always room for a bit of harmless speculation. And finally, if you're one of the thousands of people who've already placed their order for Sega's Mega-CD, then you'll no doubt be over the moon to hear of *another* CD game. *Detonator Organ* is one of the many CD RPGs, but from shoot-'em-up supremos Hot B. Expect this spacebound adventure in December.



One of the most successful games on the Mega Drive is to get a sequel. Sadly, it looks like Sega have just used the old *Golden Axe* routines and changed a few of the graphics. *Golden Axe II* should be out for the second week of December.

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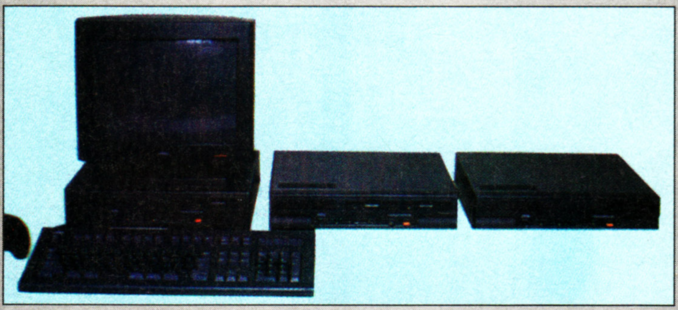

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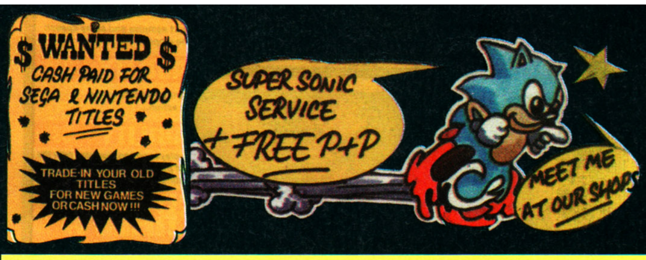

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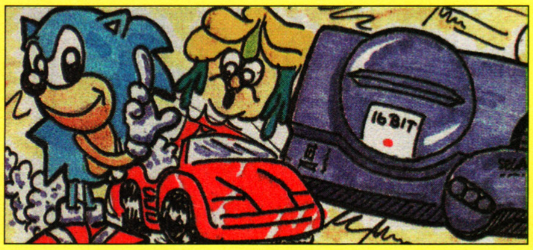

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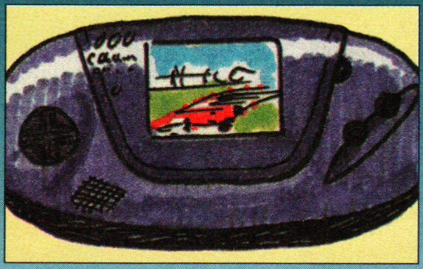

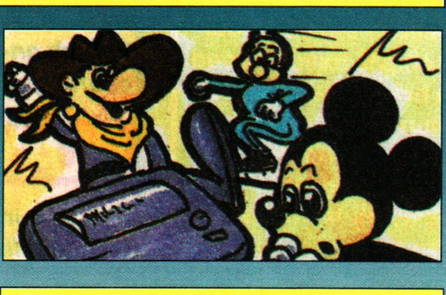

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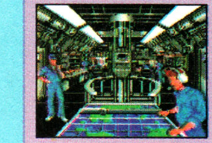
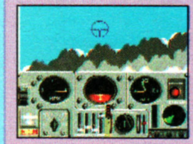


STRATEGY
MEGA DRIVE
83

You take the role of a submarine commander, and have to control every aspect of your sub, from navigation to missile launching. Not very accessible, but a real challenge to play.

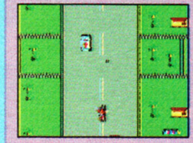
ACE OF ACES



FLIGHT SIM
MASTER SYSTEM
56

Only four different types of mission. Nice static graphics but not very during the game. On the whole a very frustrating and overly complex.

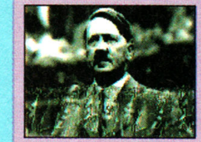
ACTION FIGHTER



SHOOT-'EM-UP
MASTER SYSTEM
57

The action is a little repetitive as you ride through the five stages either dodging or bumping the other vehicles. There are quite a few surprise elements to the game, but not enough actual gameplay to keep you going.

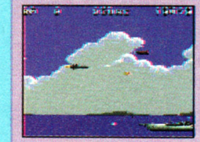
ADVANCED WW2 SIMULATOR



WARGAME
MEGA DRIVE
93

Become any of the great world leaders. There are some brilliant graphical touches in there to make the game appeal to more than a bespectacled university graduate. Also has memory back-up and modem play.

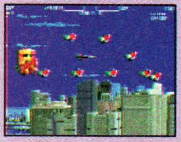
AERIAL ASSAULT



SHOOT-'EM-UP
MASTER SYSTEM
76

You pilot the Freedom Fighter as it takes on all-comers in a blasting frenzy. The graphics and sound are adequate but nothing special in this early shoot-'em-up.

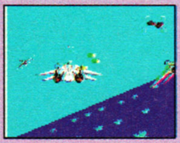
AERO BLASTERS



SHOOT-'EM-UP
MEGA DRIVE
62

Multi-directional scrolling in this blast frenzy. Two players can team up to take out the enemy. Only six levels and some of the backdrops are real eye killers. Limited playability and no long-term appeal.

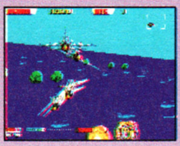
AFTERBURNER



SHOOT-'EM-UP
MASTER SYSTEM
93

This classic arcade coin op-needs absolutely no introduction. The sheer speed of Afterburner is breathtaking. Furious action all the way with this game, one of the best blasts yet for the Master System.

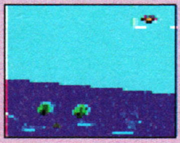
AFTERBURNER II



SHOOT-'EM-UP
MEGA DRIVE
85

Classic blasting fun, blindingly fast action with super smooth graphics and thumping sound. Sega's most widely seen hydraulic arcade machine has made a very successful transition to the Mega Drive – even though Sega tried to disguise it as a sequel. There are some great cheats which can take you to any of the 23 levels. Another blasting frenzy, very repetitive but ultimately addictive.

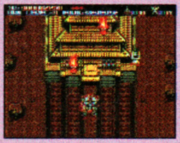
AIR DIVER



SHOOT-'EM-UP
MEGA DRIVE
83

Unusual from the cockpit view leads to some interesting graphics. Action packed game with many neat touches both graphically and sonically. A good blast.

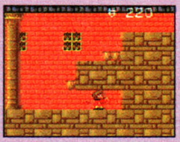
ALESTE



SHOOT-'EM-UP
MEGA DRIVE
80

Each of the seven levels of this exciting shoot-'em-up is packed with colourful backgrounds and detailed sprites. The many varied pick-ups make the game a joy to play, although hardened fans may find it a little too easy. Great fun, though.

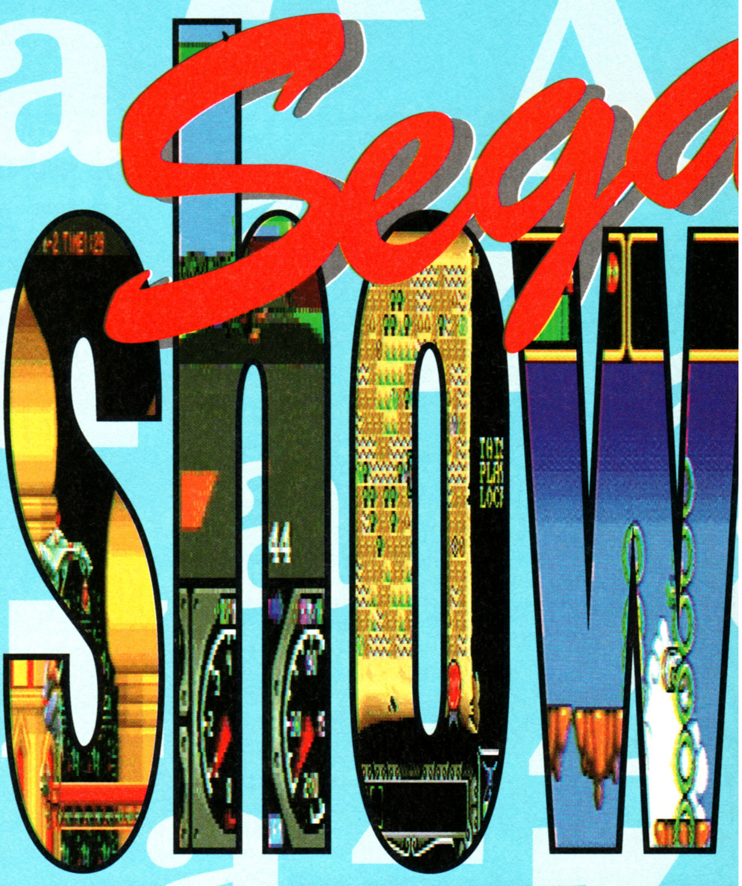
ALEX KIDD IN ENCHANTED CASTLE



ARCADE ADV
MEGA DRIVE
77

Alex's only appearance on the Mega Drive is not a bad attempt. It revolves around Alex's hunt for his father who has been kidnapped by Janken the Great. Plenty of games with the locals ensures a fun time all round, although it can get repetitive.

Sega SHOW



You've read other so-called complete A to Z listings, but only the SegaPro A-Z of Games can claim to have pictures to go along with EVERY game. If you want to know about any Mega Drive, Game Gear or Master System game, be it old or new, then this is the place to look. Every review has been reviewed, rated and categorised so you know exactly what every game is like. Hopefully, we should steer you clear of the dross, and perhaps recommend a few you may not have heard of.

The A-Z of Games starts here and continues down the outside of right-hand pages throughout this and following issues. It's the biggest collection ever of Sega games – and probably the biggest there ever will be. If there are any games you think we've missed, or any that have been unfairly rated in your opinion, please write in to the letters section, ProTest, and tell us. The world of Sega starts here...

Alphabet comes from the Greek letters alpha and beta.

SOFTWARE down

The A-Z of Games was compiled with the help from the following. Many thanks, guys:

Console Concepts
223b Waterloo Road
Cobridge, Stoke-on-Trent, Staffordshire
ST6 2HS.
Tel: (0782) 712759

TV Games
11 Castle Parade,
Ewell by-pass,
Ewell, Surrey
KT17 2PR.
Tel (081) 7867816

Full-colour picture

688 ATTACK SUB

The name you should ask for.

STRATEGY
MEGA DRIVE

The general style of the game; often how Sega themselves describe it.

The machine its for.

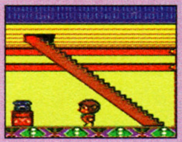
83

Overall rating, considering every aspect, except price because this is never constant.

You take the role of a submarine commander, and have to control every aspect of your sub, from navigation to missile launching. Not very accessible, but a real challenge to play.

Short review, detailing what the game's about and whether it should be on your shopping list.

ALEX KIDD IN HIGH TECH WORLD



PLATFORM ADV
MASTER SYSTEM

58

The third game in the phenomenally successful Alex Kidd story – and probably the worst. This is a very frustrating game due to the fact that every time you die you have to start at the beginning again. Marginally addictive but extremely tedious.

ALEX KIDD IN MIRACLE WORLD

PLATFORM ADV
MASTER SYSTEM

95

The first, and ultimately the best, of the Alex Kidd adventures. With so much to do and so many different ways of doing it this is one of those games that you will keep coming back to even when you have finished it completely. The action is just the normal Alex stuff, but with loads more playability.

ALEX KIDD IN SHINOBI WORLD

PLATFORM ADV
MASTER SYSTEM

88

A huge game for the Master System with so much to do that addiction is guaranteed. A one-player only game but with something this good you wouldn't want anyone else to intrude. Great fun.

ALEX KIDD: THE LOST STARS

PLATFORM ADV
MASTER SYSTEM

68

Someone has stolen the 12 stars of the Aries constellation and hidden them in six strange worlds. This is the easiest of all the Alex Kidd games and doesn't really come up to the standards set by the others.

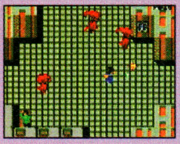
ALIEN STORM

SHOOT-'EM-UP
MEGA DRIVE

79

A Space Age *Golden Axe*. One or two players can choose from three characters and then walk through eight levels packed with superbly animated and intricately detailed aliens. Great fun as each of the players has a special weapon and executes them in an amusing way. For instance, the robot takes off his and self-destructs as he walks off the screen. Way too easy, though.

ALIEN SYNDROME



SHOOT-'EM-UP
MASTER SYSTEM

81

Two soldiers volunteer to go to the alien fleet and attempt to rescue some kidnapped soldiers. It is up to them to get through the seven alien ships and rescue the hostages. Two players can team up Gauntlet-style in another blast frenzy. Certainly one of the most entertaining around.

ALTERED BEAST

HACK-'EM-UP
MASTER SYSTEM

68

Use your supernatural powers to transform your shape at will to combat the evil forces. Rescue the girl and return her to Zeus. A horizontally scrolling hack 'n' slash game let down by jerky movement and a distinct lack of real action. Such a shame as the Mega Drive version was a great success.

ALTERED BEAST

HACK-'EM-UP
MEGA DRIVE

74

The game given away free with most Mega Drives. One of the oldest games available and it is struggling by today's standards. For its day it was amazing – speech, smooth scrolling and lots of playability. However, its finest hour has truly passed.

AMBITION OF CAESAR

STRATEGY
MEGA DRIVE

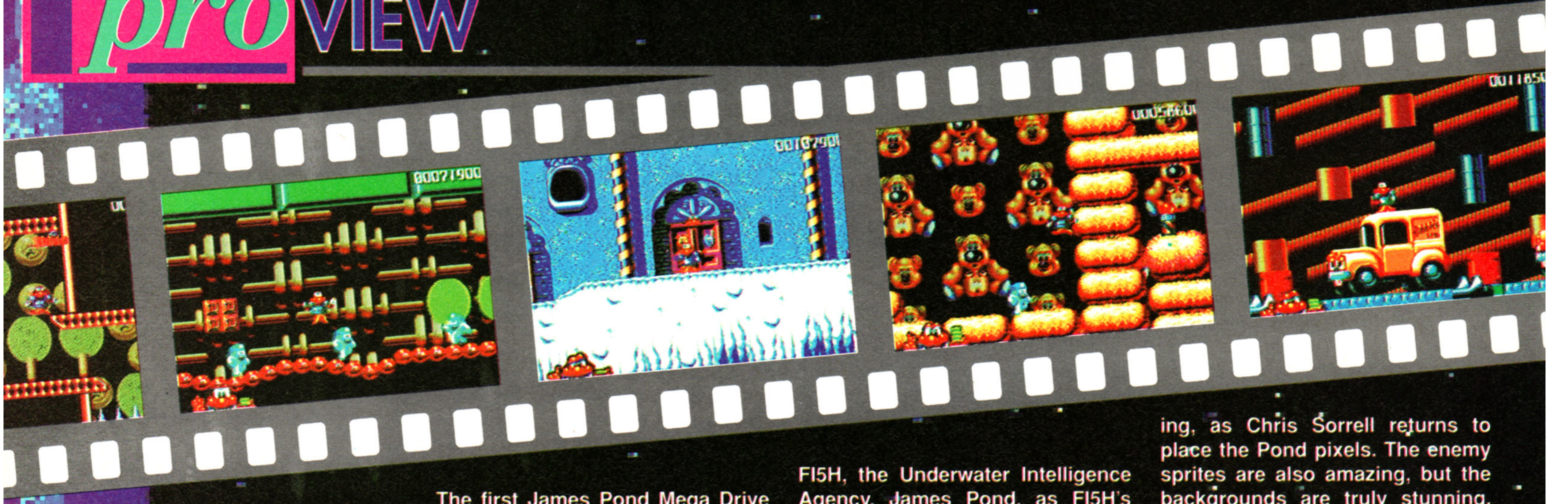
70

Take on the role of Caesar as he tries to take over the world. Fight battles and control territories in this strategy game. Very tough but rewarding in places. Only go for this if you are a fan of the genre.

Continued on page 23 ➡

JAMES

THE ADVEN



MEGA DRIVE

Hmmm, something smells fishy here. My name is Pond, James Pond. Licensed to krill and as deadly as a seasnake. I'm no cod out of water, I can tell you. You may have heard of me; my adventures are world famous. There was the Case of the Killer Codfather, The Eeling Mystery and probably my most famous escapade of all, the case of the money printers, or as the press called it, The Six Quid (sick squid?). I've already cleared one case on your Mega Drive, but evil is always there and you need my help once more. But, hey, don't let me carp on – there's a case to be solved and I'm on it.

The first James Pond Mega Drive adventure was a bit of a let down: barely adequate graphics and very little gameplay. But all that has changed as the sequel prepares to swim into your slot.

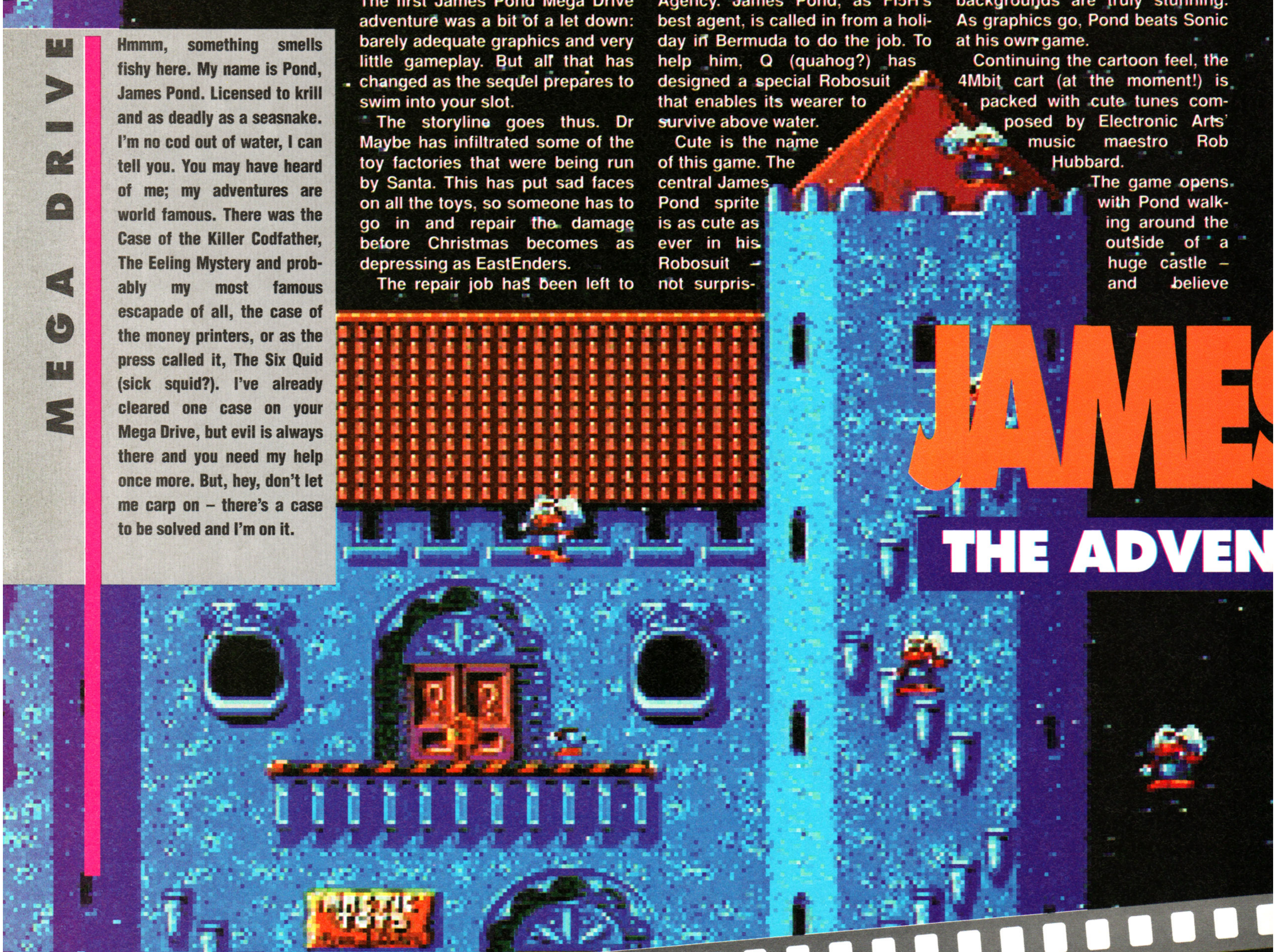
The storyline goes thus. Dr Maybe has infiltrated some of the toy factories that were being run by Santa. This has put sad faces on all the toys, so someone has to go in and repair the damage before Christmas becomes as depressing as EastEnders.

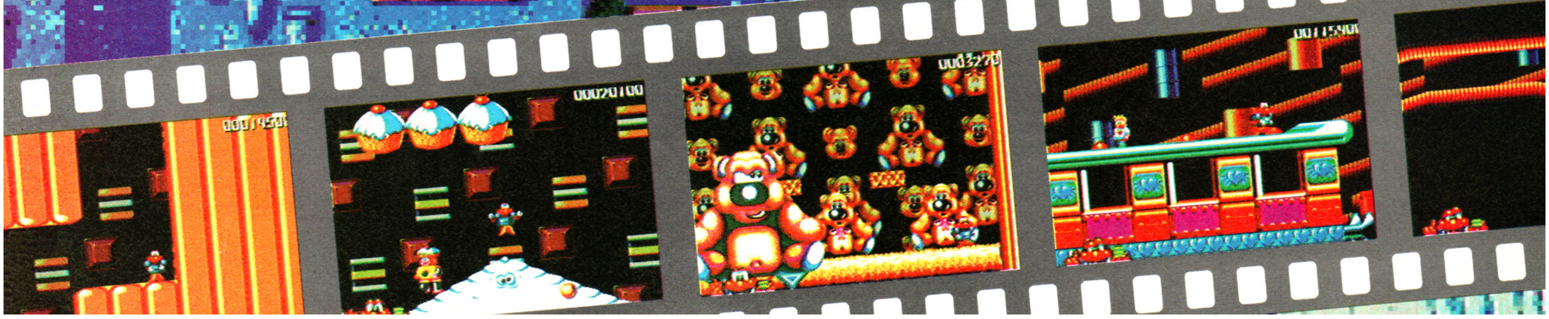
The repair job has been left to FI5H, the Underwater Intelligence Agency. James Pond, as FI5H's best agent, is called in from a holiday in Bermuda to do the job. To help him, Q (quahog?) has designed a special Robosuit that enables its wearer to survive above water.

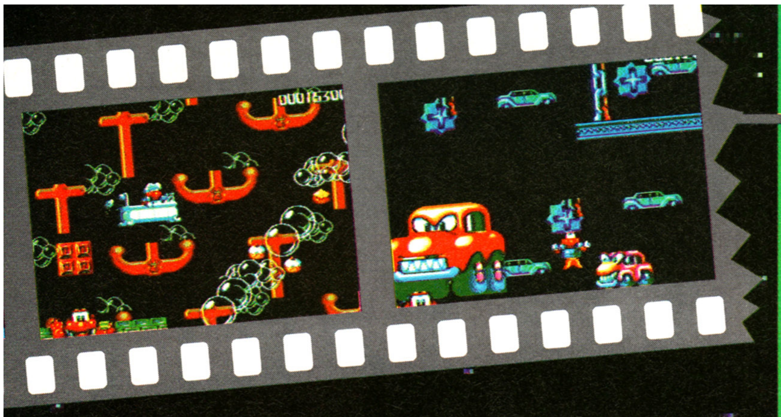
Cute is the name of this game. The central James Pond sprite is as cute as ever in his Robosuit – not surprising, as Chris Sorrell returns to place the Pond pixels. The enemy sprites are also amazing, but the backgrounds are truly stunning. As graphics go, Pond beats Sonic at his own game.

Continuing the cartoon feel, the 4Mbit cart (at the moment!) is packed with cute tunes composed by Electronic Arts' music maestro Rob Hubbard.

The game opens with Pond walking around the outside of a huge castle – and believe







S POND II

TURES OF ROBOCOD

me, huge is the understatement of the year. Dotted around this castle are doors which lead to the levels. There should be around ten levels in all (the final number hasn't been decided) and each level is divided up into smaller sub-stages.

Levels are based around a particular type of toy factory, with a graphical style to match. James must go around the levels picking up the objects and either avoiding or jumping on any enemies he may encounter. Most levels will just require him to reach the other side of the level in one (cod)piece, while some will require him to perform a specific task.

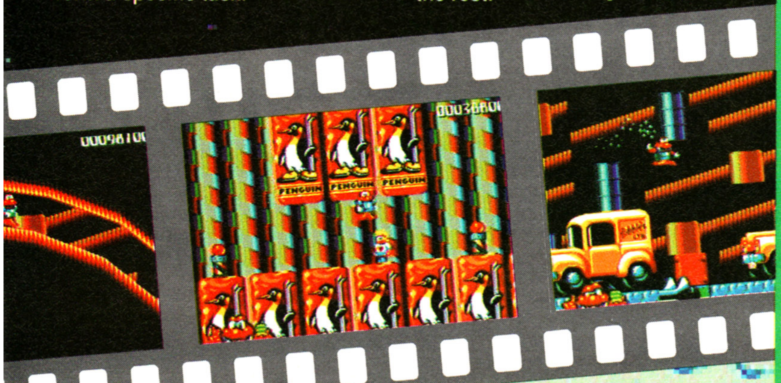
Other levels cover such themes as sporting goods, classic games, mechanical toys, toy soldiers, cuddly toys, confectionery, artistic goods, Christmas toys and computer games. There's so much to them. Each level is topped off with a level guardian who is normally so cute you don't want to kill him.

James Pond II – The Adventures of RoboCod looks like being the game that could topple the complacent *Sonic* from the top of every Sega owner's playing choice. Visually stunning graphics, heaps of gameplay, varied tunes and tons of cuteness that firmly put it head and gills above the rest.

PROFILE

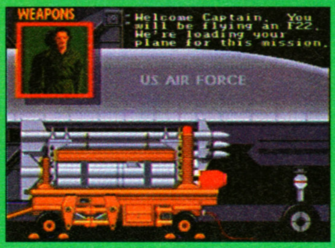
JAMES POND II ● EA ● £39.99 ● OUT EARLY DEC

DEVELOPERS	Millennium
PERSONNEL	Steve Bak, Chris Sorrell, Rob Hubbard
STAGES	10 (so far)
CART SIZE	4Mbit (so far)



F-22 INTERCEPTOR

Electronic Arts are bringing out more quality games than Sega at the moment – and without resorting to the lowest common denominator, too. In fact, originality is a major part of EA's programming policy. With every product they open up an untapped genre on the Mega Drive. And if they aren't doing that, they're perfecting all the game types that are already out there.

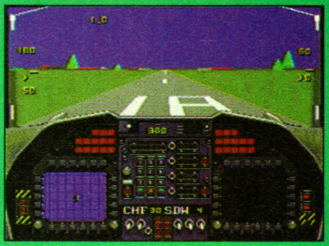


Welcome Captain. You will be flying an F22. We're loading your plane for this mission.

From beginner to ace, from Iraq to Russia, over sea or land – you take to the skies in an F-22 (the very latest piece of military hardware) and get to kick enemy ass.

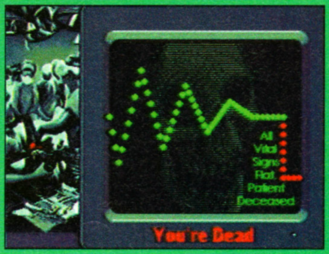
F-22 **is the first** ***proper*** **flight sim for the Mega Drive. The main plane featured in this game is, obviously, the F-22, which has just won the competition to become the new American Air Force air-superiority fighter. However, EA are still seriously considering putting in the option to fly other types of plane – just like in the original** ***F/A-18 Interceptor*** **on the Amiga.**

There are over 100 missions to be flown against land, sea and air targets, all portrayed in super fast 3-D graphics. These missions can take place in locations as diverse as Russia (out of date), North Korea and Iraq (mmm...). An option is also built into the game to allow you to customise your missions and make them more to your taste.



F-22 is the first Mega Drive game to feature full rotating 3-D polygonal landscapes and enemy craft. Despite what many have said, the Mega Drive is very capable of 3-D games.

When this first came into the office, it caused quite a stir. We were up all hours of the night playing it, just trying to finish one more mission. As each mission is completed, you get a superb static screen which is well worth battling for. For example, at the end of the Iraq scenario, you are greeted with a great picture of Saddam standing in front of a ruined city – and then him bursting into tears!



You've crash landed, been hit my flak or run into an enemy missile – whatever the circumstances of your misfortune you are now dead. Game over, man, and all that sort of stuff.

If this game doesn't convince you to try out flight sims, then nothing will.

Incidentally, word is that MicroProse – combat flight simulation supremos – are also developing some sky scorchers for the Mega Drive.

PROFILE

F-22 INTERCEPTOR ● EA ● £39.99 ● OUT DEC

DEVELOPERS	Electronic Arts in-house
PERSONNEL	Ned Lerner
STAGES	100+
CART SIZE	6Mbit
SPECIAL FEATURES	Password system

If *Sonic* is the most eagerly-awaited Master System game since *Shadow of the Beast*, then surely *Out Run Europa* from US Gold must come a close second.

When the conversion was announced earlier this year, MS owners rejoiced at the chance of a decent racing game. But *Out Run Europa* is much more than a simple car pursuit game. You get to control five different modes of transport through five European countries. Plus, you have to do more than just reach the end of each stage in a fast time, there's a complete storyline around which the whole game revolves.

Forget *Out Run*, forget *Out Run 3-D*, forget *Battle Out Run*, US Gold have saved the best till last. Park this one up in your garage.

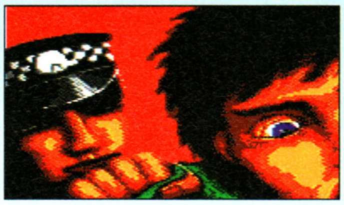
OUT RUN

Fancy yourself as a bit of a James Bond-type secret agent? Well, your dreams are now reality, for US Gold want you to take the role of Simeon Kurtz, field operative for Unit 6 Intelligence. Your job is easy, you have been ordered to make a simple delivery to Berlin. "Pah!" you sneer, "this is too easy for a secret agent like me. I want to be out there, infiltrating, dodging bullets, wooing information from beautiful female foreign agents..."

However, all does not go as planned. When you arrive at the underground garage where your Ferrari F40 is stashed, you discover it has been stolen. The special documents were in a briefcase on the passenger seat...

Deep in the pit of your stomach, you know the chief's reaction.

It is much worse, though. Through the shouted ravings and curses, you can just make out that you are finished as an agent and you just made number one on the Unit 6 hit list.



You play special agent Simeon Kurtz in *Out Run Europa* while programmer Daren White (immediately below) plays the tin whistle and does wide-mouth frog impressions. Mark Knowles, the graphics chappie, only plays with his Amiga, but admits to using a PC and an Amstrad CPC for getting the sprites and other images onto a Sega Master System.

Your only option is to retrieve the documents before the enemy agents reach Berlin, while avoiding the multitude of police and Unit 6 goons who are trying to eliminate you.

Luckily – and in one of those coincidences that only happen in games or movies – there is a motorbike with the keys in the ignition standing outside the basement. You mount it and screech away in hot pursuit.

The thieves are on their way to Dover down the M2. You must stop them if you have any hope of saving your job and your expense account.

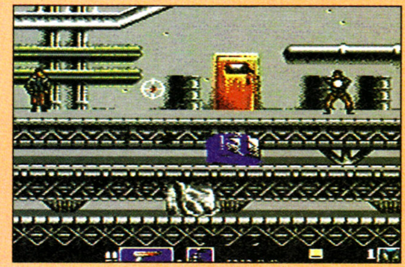
In all there are five modes of transport to use over five levels each run-

DIE HARD 2

Explosive action and thrilling special effects were the main attractions of this blockbuster movie last Christmas and the game of the film promises to be just as alluring. *Die Hard 2* is currently under development at Tiertex (*The Flintstones*) for Grandslam and should be riddling the shelves with bullets this Christmas.

The plot follows its celluloid counterpart closely with you playing John McClane, the New York police detective with an amazing knack for being in the wrong place at the wrong time.

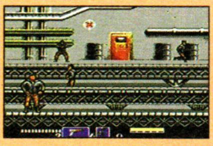
The game centres on the main action sequences of the film with static scenes from the movie accompanied by text which prepares you for the bloodfest to come. From the first screens we've seen, these look stunning, adding to the immense atmosphere created by the film.



Shoot out at the old baggage reclaim (hmm, doesn't quite have the right ring to it) where you get to take on all comers as they pop up from behind conveyor belts, run in from left and right of the screens and jump out of suitcases.

On the first level of the game, armed with your trusty gun, you must blow away the terrorists that are trying to plant a transmitter in the airport luggage sorting area. The fight takes place over the conveyors carrying luggage, which creates the ideal environment for an *Op Wolf*-style shoot-'em-up.

Eventually the local heat arrive, and are awakened to the critical situation. Next you're off to the airport annexe skywalk to use the TRACON radio dish to transmit warning messages to the aircraft. But you're too late because the terrorists have already planted explosives on the dish. Stage three pits McClane against the terrorist reception party for General Esperanza, the dictator. This scene takes place against a breathtaking backdrop of the landed transport plane and runway.



Details on levels four and five are sketchy but will probably be a high speed chase on ski bikes and a fight on the wing of a jumbo jet. The player can then look forward to the highly impressive end sequence with McClane reunited with his wife.

Tiertex also divulged that a target range similar to the one seen in the *RoboCop* arcade machine will be included to hone your shooting techniques.

With a terrific frontend to drool over and five action-packed levels, *Die Hard 2* looks set to satisfy film fans and gamesplayers alike. Will it be in your Christmas stocking?

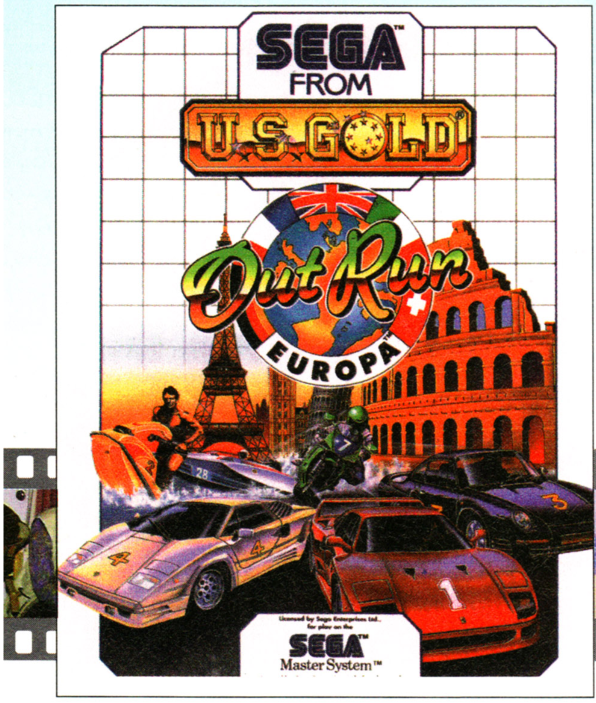
PROFILE

DIE HARD 2 ● GRANDSLAM ● £24.99 ● OUT DEC

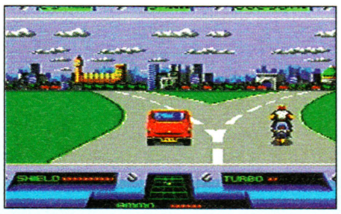
DEVELOPERS	Tiertex
PERSONNEL	Tiertex in-house
STAGES	5
CART SIZE	2Mbit
MACHINE	Master System

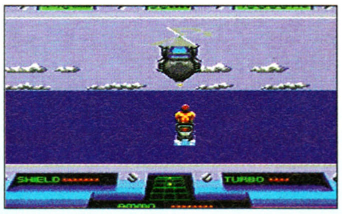
Dominic Handy is regularly outrun by Ian Chubb.

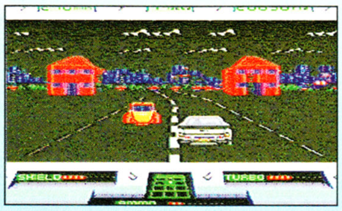
EUROPA



Check out your local Citroen dealer – you may be in for a surprise. All major Citroen car dealers will have a booth containing a Master System and US Gold's Out Run Europa. The idea is that son can play the latest car racing simulation while dad does the tedious job of test-driving the latest AX (Gti), BX, CX, DX, EX, FX, GX, HX... ZX! Well, that's one way of trying before buying (Master System carts, that is).







Trains, planes and automobiles... well, motorbikes, Porsche 911s and jetskis are at your disposal in US Gold's excellent *Out Run Europa*. Depending on you location in the game you'll get to drive anything from a Ferrari to a speedboat. It's the huge variety, ever-changing scenery and action-packed gameplay that makes the game so addictive.

ning through a European country. Simeon must race across the continents using the motorbike, jetski, Ferrari F40, Porsche and speedboat.

Although we've only played an early version, the gameplay already shines through. *Out Run Europa* takes all the great elements from *Chase HQ* and *Road Rash*, and combines them into an extraordinarily addictive game.

The Master System graphics are superb, with large colourful sprites. The artist, Mark Knowles, created the graphics on his Amiga 500's *DeluxePaint III* and used an Amstrad CPC (!) in the development process, and the colourful creations are evident throughout the game. But most will not even see the attractive final stages, as this game is massive and extremely challenging.

The added attraction of having a mission to recapture stolen documents improves the game no end. The levels cover the route between London and Dover, the channel itself, France, Spain, Italy and finally Berlin where the showdown takes place. People complained that the original *Out Run* was basically a very repetitive game. This criticism cannot be levelled at *Out Run Europa*.

For example, the first level consists of London, city suburbs, countryside, Dover and cliff tops. It takes ages to get to the docks, and even then you've four more of these massive levels to complete. Also, each region has a particular flavour befitting the country. In France, you begin in Calais and progress through vineyards and French countryside to Paris. You really feel as if you're zooming through the French backroads.

The pre-production chips we have in the office have almost been burned out through the constant play this game has received. If the finished product is anything like this, then we thoroughly recommend you put this on your shopping list.

PROFILE

OUT RUN... ● US GOLD ● £29.95 ● OUT FEB

DEVELOPERS	Probe
PERSONNEL	Daren White, Mark Knowles
STAGES	5
CART SIZE	2Mbit
MACHINE	Master System

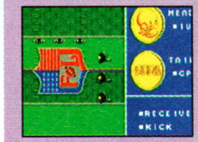
Ian Chubb is often outrun by Andrew "points mean penalties" Smales.

AMERICAN BASEBALL

SPORTS GAME
MASTER SYSTEM
84

One of the first in a long line of sports games for the Master System. You get to manage one of the 26 teams that make up the series. Great fun in two-player mode but damn addictive as a single player game.

AMERICAN PRO FOOTBALL



SPORTS GAME
MASTER SYSTEM
85

With over 30 offensive moves available this has to be the definitive American Football game on the Master System at least. Good for beginners to learn the sport, and a real challenge to those who think they know everything there is to know about the game already.

ARNOLD PALMER TOURNAMENT GOLF

SPORTS SIM
MEGA DRIVE
82

Join Arnold in a round of golf over some of the toughest courses. One of the first and still one of the best. Accurate graphics, good sound and heaps of playability make this an impressive golf simulation, but *PGA Tour Golf* plays a lot better.

ARROW FLASH

SHOOT-'EM-UP
MEGA DRIVE
39

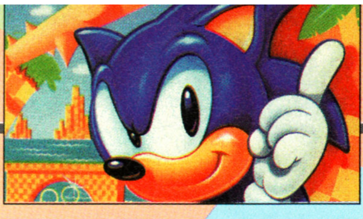
Another of those irritating horizontal shooting games that do no justice to the Mega Drive. Poor graphics and annoying sound make this the one to avoid, though. Very little playability and far too easy to finish.

ASSAULT CITY

SHOOT-'EM-UP
MASTER SYSTEM
81

The robots are taking over (ain't that the truth). Battle through six levels and confront the evil computer which has to be destroyed. A shoot-'em-up with snazzy graphics and decent sound.

Continued on page 37 ➡



pro BITS

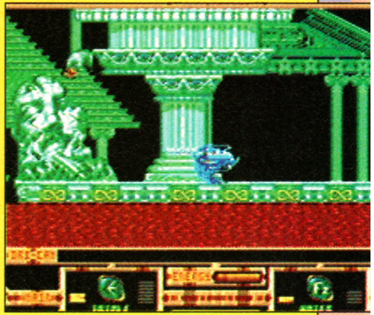
The summer is over – roll on Christmas...

SONIC THE HEDGEHOG

Among the devastating barrage of conversions and original material, Sega have a Master System version of *Sonic* up their extensive sleeves. The conversion's being handled in Japan, and is sure have all the playability of the Mega Drive version. So far as graphics go, well just look at the picture and judge for yourself. But will the action and intensity of the original be able to squeeze into a 2Mbit cart? We wait with baited breath – and the hope of a 4Mbit MS cart?

FATAL REWIND

Fatal Rewind (subtitled *The Killing Game Show* after the decent Amiga arcade game) has been programmed by its original authors and heralds the arrival of Psygnosis to the Mega Drive – although this will be entirely marketed by Electronic Arts.



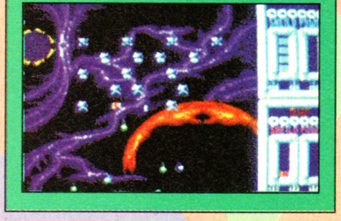
It follows the attempt made by a convict, Mug, to win a murderous televised game show. In plot, the games resembles The Running Man, but without a charismatic star.

We've just received a final cart in the offices, but have decided that it is so good that we're going to hold the ProReview over till next issue when we can give it the full SEGAPRO treatment.

Fatal Rewind should be out now for £34.99.

SUPER SPACE INVADERS

As well as *Prince of Persia*, Domark have *Super Space Invaders* on the way. During development, The Kremlin, the MS version's developers, sent off a sample cart to the original designer of Taito's *Space Invaders*, Toshihiro Nishikado, and asked his for his opinion. Understandably, the guy was well impressed. The game features multi-scrolling levels, hundreds of attack formations, hidden levels and a cartoon style front end. A January release date for this baby.

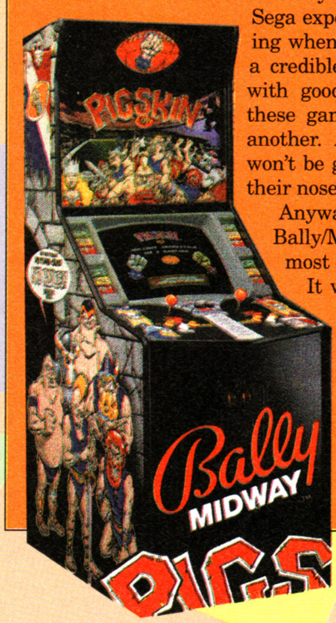


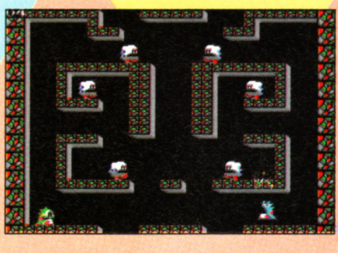
PIGSKIN

Sad news this month as Sega have turned down Razor Soft's request for official European distributor status. This now means that games like *Stormlord, Death Duel* and *Pigskin* will only be available on grey import.

SEGAPRO feels this is a totally confusing situation. How do Sega expect to stamp out grey importing when they refuse official status to a credible publisher who has applied with good intentions. Surely Sega know that these games will get into Europe one way or another. All this means is that Sega Europe won't be getting a cut of the profits. Cutting off their nose to spite their face?

Anyway, Razor Soft's conversion of the Bally/Midway coin-op *Pigskin* is one of the most eagerly-awaited games in a long while. It will be very interesting to see how the prehistoric football/rugby game converts to the Mega Drive. Also on the cards is *Stormlord II*, which is rumoured to be bigger and better than its awe-inspiring parent. As Bart would say: prepare to be dazzled.



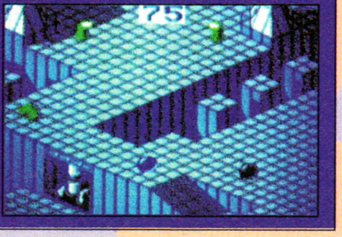


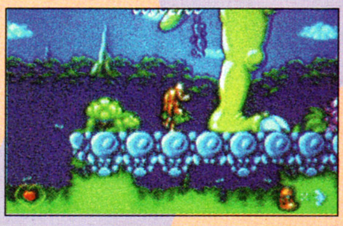
Woah! After a successful conversion to the NES, Bub and Bob are on their way to a MS near your soon. If all things go according to plan, *Bubble Bobble* will be a real cracker. This faithful conversion promises all the enemies, bonuses, secret rooms and identical levels. SEGAPRO's comment? It's about time!

MARBLE MADNESS

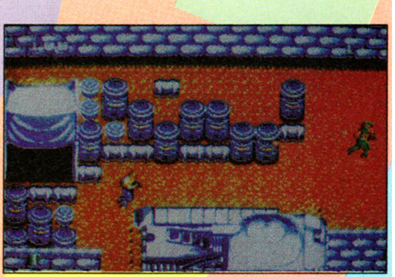
This great teaser was on show at the ECES in September and looks like a faithful conversion of the arcade game. Although old, this is one of those coin-ops that still draws you back for another game. This is probably due to the original gameplay which has only been matched by a very old Activision computer game called *Spin Dizzy*.

All you have to do is guide a marble through a course to the finish line. It sounds simple, but the fiendish placement of ramps, slopes, obstacles and killer inertia makes it incredibly frustrating. Released within the month.





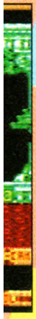
Core Design's excellent best-selling Amiga game *Chuck Rock* makes it to the Mega Drive before Christmas. You spend your time... er, chucking rocks and doing cave man-like things. A real brain-blower for the 16-bit.

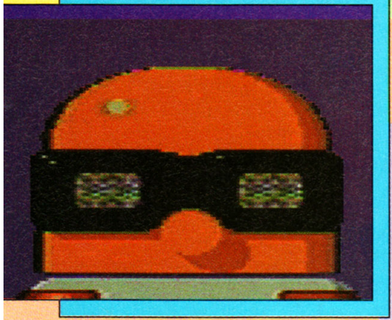


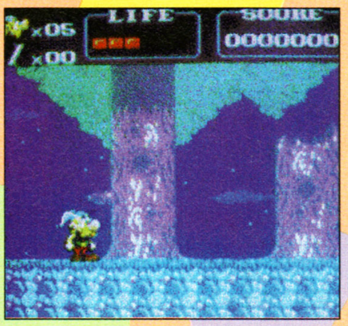
Get ready for *Mercs*, a shoot-'em-up in deepest jungle territory. The Master System version promises simultaneous two-player action, just like the coin-op.

BONANZA BROS

Bonanza Brothers, one of our all-time favourite games, at last enters the MS scene. Preliminary screenshots confirm that it is very much like the Mega Drive version, with large colourful, cartoon graphics. Whether or not the playability and simultaneous two-player action are as good remains to be seen. But you know who'll tell you first...

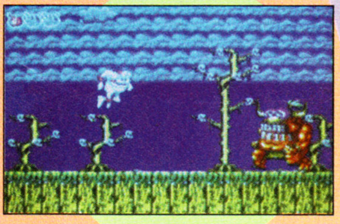






ASTERIX THE GAUL

This odd MS licence follows the exploits of Asterix and his fellow villagers in his struggle against the Roman oppressors. The graphics are straight from the pages of the French comic books, with the central sprite very accurately drawn. The many locations – including the village, forests and Roman camp – all contain elements of the original artwork.



Decapattack on the Mega Drive has got to receive the award for best named game of the year. It features a guy called Chuck Dehead, and is basically a horizontally scrolling slashing game in the style of *Golden Axe*.

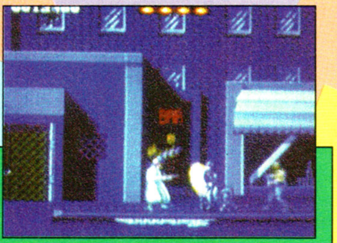
THE TERMINATOR

Okay, so what if Nintendo have the T2 licence? Who knows, with Mirrorsoft's new Acclaim deal (see ProNews) we too could have our own version of the sequel mid-1992.

Following the plot of the original film closely, *The Terminator* contains some of the best still shots ever seen on the MD. Starting off in 2129, you play Kyle Reese trying to make his way across battle-torn ruins to the time displacement equipment. Reese is then sent back in time to save the life of Sarah Conner from an unstopping Terminator.

Yeah, yeah, yeah, we all know the storyline, but this game is something else. The graphics are superb, with incredibly realistic sprites (check out the animation on Reese's coat on level two), and some amazing stills from the film. The intro sequence to the game is exactly the same as in the film, which creates an incredible atmosphere.

The programming was done by those veterans of the coin-op/computer conversion, Probe. The guys hope it should be finished for Christmas, but who knows with a project like this?



Mirrorsoft Terminate 2!

pro test

It's the first issue, do you really expect us to have a letters page? I mean, how can a magazine seriously consider its readers will believe that the letters written in a launch issue aren't made up?

Before you go any further, take a good look through the magazine. Read as much as you can, look at every square inch of every page. After reading SegaPro, we hope you'll have noticed that the mag is a bit different from your normal games 'zine. The look, the read, the interaction; we hope it's a refreshing change from what you're used to. But then again, who are we to say? You are the reader, so tell us what you like and what you'd chuck.

ProTest is the letters column where you can have YOUR say. We want your opinions on everything, from SegaPro to Sega Europe, grey import to white lies. If you have a view, why not share it?

Send all letters, questions, reader's charts, etc to SegaPro, 7 Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS. Unfortunately, personal replies are not possible. (Hey, what do you think we do all month, play games...?)

the PROS

It's three in the morning, your cup of coffee has started to create a skin, your thumb has developed blisters – and you're trying to find the last note on level four of *Fantasia*. We at SegaPro know exactly how you feel, because that's all we do – play games every hour of the day.

But when Mickey's finally located the last note and made his way to the exit, who do you tell? Well, considering most boring people are fast asleep in a nice, warm bed, you can forget about telling your mum. And your best friend won't believe you either – he knows you too well. So send your hi-scores to us.

Each month, we'll compile a table of the UK's top gamesplayers, or the The Pros as we like to call them.

Every entry should, where possible, be sent complete with proof of your score (either a screen picture or signed affidavit) and picture of yourself.

Each month, we'll pick five forms out of the bag, and the senders will receive one of the latest games for their machine. So what are you waiting for, become a Pro now!

Sega.................................Game.................................
Score.................................Date.................................
Sega.................................Game.................................
Score.................................Date.................................
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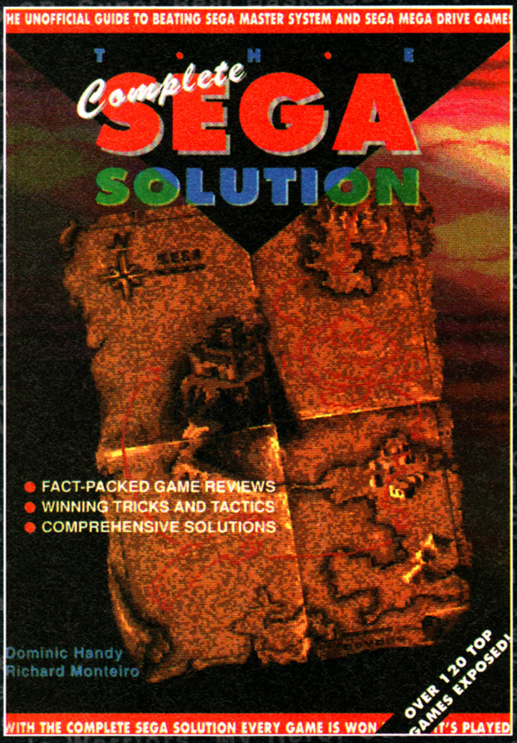
Sega.................................Game.................................
Score.................................Date.................................
Name.................................
Address.................................
.................................Postcode.................
Self photo enclosed ☐ Game photo enclosed ☐

Send to: ProPros, SegaPro, 7 Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS. If you want your photos returned, please enclose a SAE.

WINNERS DON'T USE DRUGS...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proreviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small bit of help that should make your first few minutes of play less frustrating.

FRUSTRATION FACTOR

If a game is way too easy, or unbelievably difficult, we won't just moan about it, we'll tell you exactly what's wrong with it, and how we think it could have avoided.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain the importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. A game, like *Galaxy Force*, may score highly on graphics and sound, but severely lack in playability. If this is the case, the scores will reflect it, they won't always be bunched around certain percentages. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROTALK

No matter how hard we try, even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion on the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and invite them down to the SEGAPRO offices.

While you're here, you'll get the chance to play all the top games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our review in SEGAPRO.

If you fancy becoming a reviewer for the day, send your name, address and telephone number to *ProTalk, SegaPro, 7 Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.* Who knows, next month you could get your face on one of the ProReviews.

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THE IM

MEGA DRIVE

Many moons ago, Mordamir, your old teacher in the ways of all things magical, was mysteriously taken prisoner in the fabled Labyrinth of Eternity. At the time, some claimed it was the trolls or goblins who caught him unawares, but you've always suspected the dragon.

Now, years later, your practised art has reached great heights, you may even be as powerful as Mordamir. Having surveyed the ruins of Erinoch, destroyed by the dragon's fire ages ago, you resolve to use your talents to rid the world of the dragon once and for all. Who knows, you may even encounter an old friend?

Your seemingly impossible task stretches across a land populated by trolls, goblins and foul abominations that lurk, seething in the darkness. You – and only you – have a chance of success. Will you brave the horrors? Are you immortal?

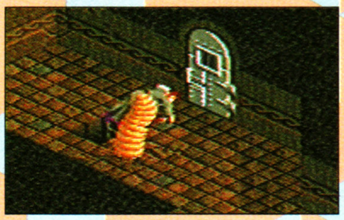
It is difficult to know where to begin when describing *The Immortal*. One thing is for sure: you have never played a graphic adventure as stunning or as ruthless as this.

The excellent title screen sets the scene for the high quality of game presentation that is to follow. Any preconceptions you have about *The Immortal* based on the computer versions goes straight out the window as the first room unfolds and you are trapped in the Mega Drive world of wizardry.

The graphics on all levels are by far the best I've seen with each room giving off an aura of unpredictability and lingering death. Of special graphical mention are the spectacular fight and death sequences.

EA claim that there are (currently) 18 ways to slay an enemy. A few of them are shown in graphic detail throughout this review, but there are many more to delight all blood-thirsty adventurers. For instance, you can slice an opponent clean in half, watching his entrails spill onto the slab, or perhaps chop the top off a troll's head, exposing his brain. Then again, you might just tap a goblin on the head with your staff, causing his head to swell and explode in a shower of blood and bone. Great stuff!

> **“You can slice an opponent clean in half, watching his entrails spill onto the slab”**



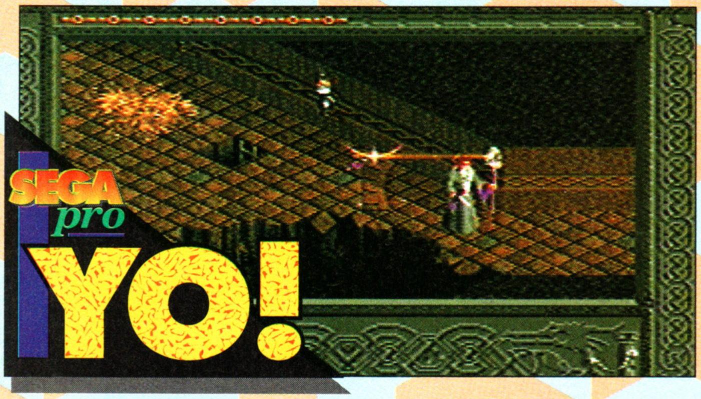
One false step in this room and a huge hungry worms bursts through the floor and tears your soul apart. It's the unexpected that makes *Immortal* so exciting.

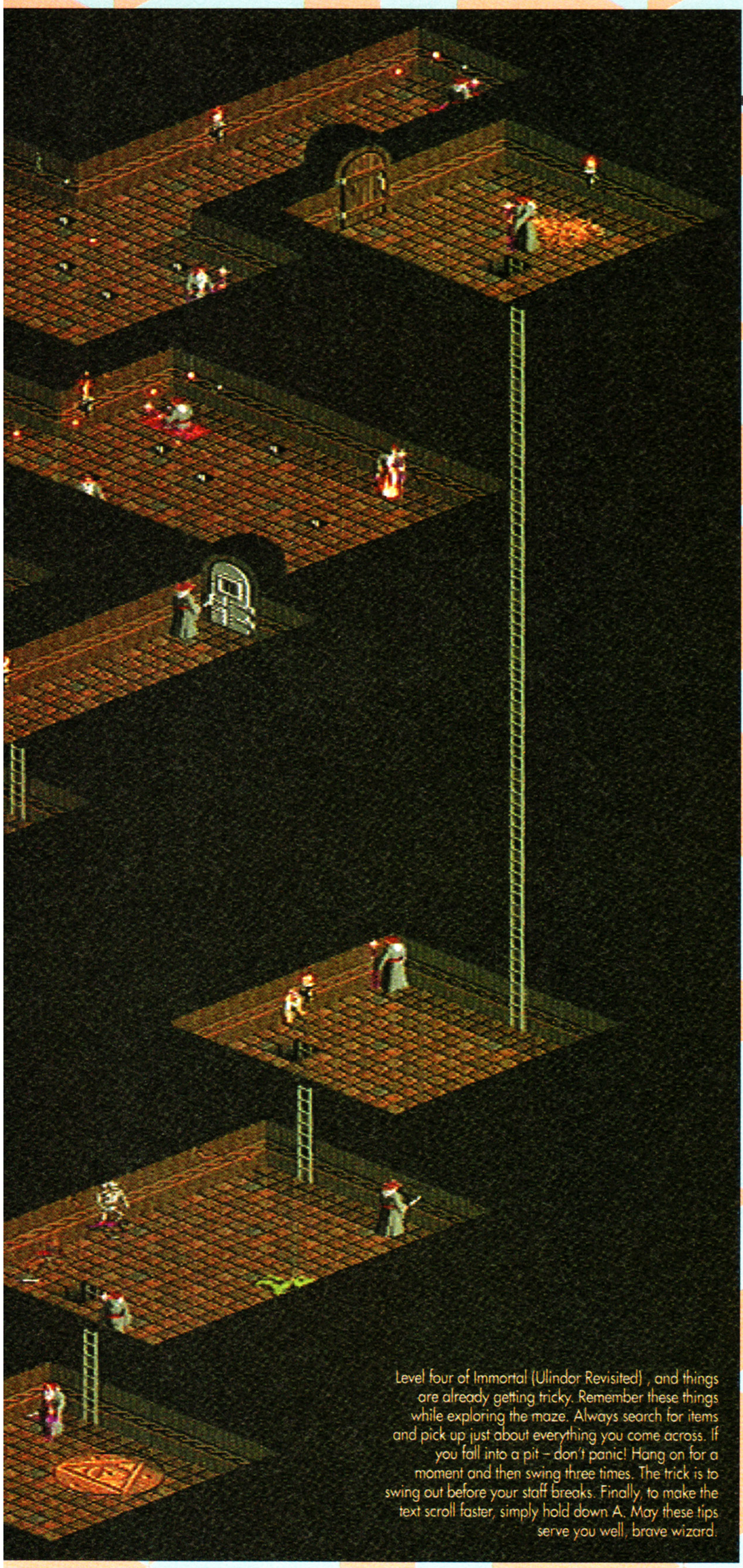
But the gruesome deaths aren't restricted to enemies. Our hero also exits the game in fine style. My favourites are the impaling spikes on level four and the spectacular demise down the belly of a worm. The main character also walks around the place with aplomb. His staff swings in his arms, the cloak sways from side to side, and his arms stretch out to open doors etc. Probably the best example of the attention to detail and animation is when the wizard climbs down a ladder. Firstly, the guy turns around, then he puts his staff on the floor, descends the

PROTALK

What a corker *Immortal* is! Blood 'n' guts fans will adore it as will hardened arcade adventurers. I love the way you can chop an enemy in half, blow his brains up or make his skin fall away from his body. Excellent!

Name................ROBIN WYLES
From..................TROWBRIDGE
Age...14
Fav game...............SONIC THE HEDGEHOG
Machine owned....MEGA DRIVE

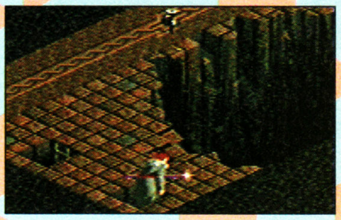


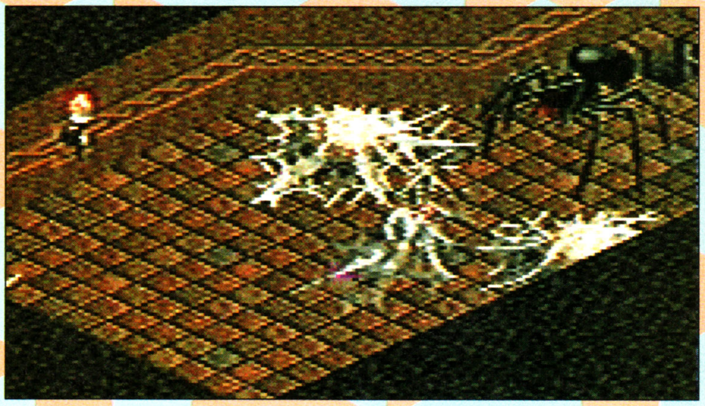

Level four of Immortal (Ulindor Revisited) , and things are already getting tricky. Remember these things while exploring the maze. Always search for items and pick up just about everything you come across. If you fall into a pit – don't panic! Hang on for a moment and then swing three times. The trick is to swing out before your staff breaks. Finally, to make the text scroll faster, simply hold down A. May these tips serve you well, brave wizard.

reaches up for his staff. Polished to the extreme.

The levels through which you walk are similarly attractive and detailed. The floors all have a great texture and contain various things like compost and hay which have different effects when you pass over them.

PROTIP On level two, you'll meet a dwarf with an attitude. This pint-sized fellow is only too willing to help you – provided you sprinkle him with magic dust.


The amulet refelects a beam of light to hit a gem set in the floor, a deep rumbling is heard and the exit is revealed. The huge chasm that appears is a vent for the dragon's foul breath.


Oh dear, looks like you've been caught in a web and are about to become a succulent meal for a giant black spider. Still, you'll be able to spin a few tales in your afterlife.

There are also loads of traps to fall into, so escaping them by swinging on your staff is a skill you should quickly master.

Around the place you will not only encounter pick-ups (all of which have a use) and grumpy guards, but also other characters that are there to help – or hinder if they're not in the mood. I found the short sequences accompanying certain characters, such as the dwarf who touches a switch and revolves into the wall, and Ana who gives you a kiss and escapes, to be incredibly lifelike.

Like the graphics, the sound is excellent with individual tunes for each room indicating mood. For dan-

PROFILE

THE IMMORTAL ● E.A. ● £44.99 ● OUT NOV

CART SIZE	8Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	1
FEATURES	password

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MORTAL

The living outnumber the dead by roughly 30 to one.

THE DEAD POOL

Fight sequences play a heavy part in your progress through the labyrinth. It is important to hone your skills with the sword quickly, or you'll end up dead meat. The are 18 different ways which will convey your opponent's demise. Here are just a few appetisers. (Is it any wonder EA think WH Smith may not stock the game because of its graphical content?)

Let's rock and roll! The goblin warrior turns to stone and crumbles under the might of your staff's magic.

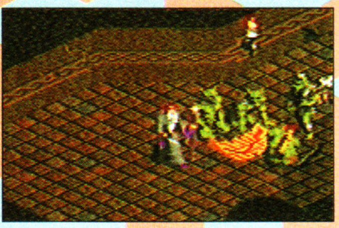
Your short sword slices this goblin clean in two. His two halves slap to the floor in a pile of innards.

The worst of the beheading sequences. Blood spurts into the air in an arc as the body slams into the floor.

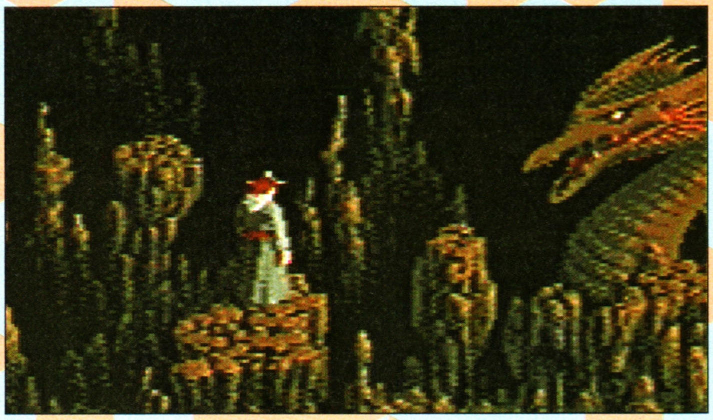
As your sword slices his jugulars, the body falls leaving the head suspended for a moment…

One swift stroke and the enemy's skin slides off his bones like a pair of baggy Y-fronts. Charming!

Kerrsplatt! You smote the beast with your big stick and his brains explode into lots of bloody bits – yuck!


A goblin war council on level five asks you to distract the Nordak creature – do you agree or continue your quest uninterrupted? This is just one of the complicated decisions you will face in *The Immortal*.

PROTIP Try some of our level codes to get further in the game. However, novices be warned, if you don't know what you're doing you'll soon die. Also, level codes vary depending what pick-ups you're carrying.
Level 2: 757FC10006F70
Level 3: 6E1EC21000E10
Level 4: 465FA31001EB0


At long last you stand and face the dragon on level eight. With no-where to run, it's just you and him in the final showdown. The blink spells will provide protection, but not for long,.One thing's for sure, if you don't find something else, you're toasted.

ger, the music is dark and menacing and for safety it is a light, airy drum beat. Hearty tunes play during scrolling messages and option screens. There are also some bone-crunching fight accompaniments, with groans and stabbing sounds adding to the experience. The scalping effect has to be heard to be believed.

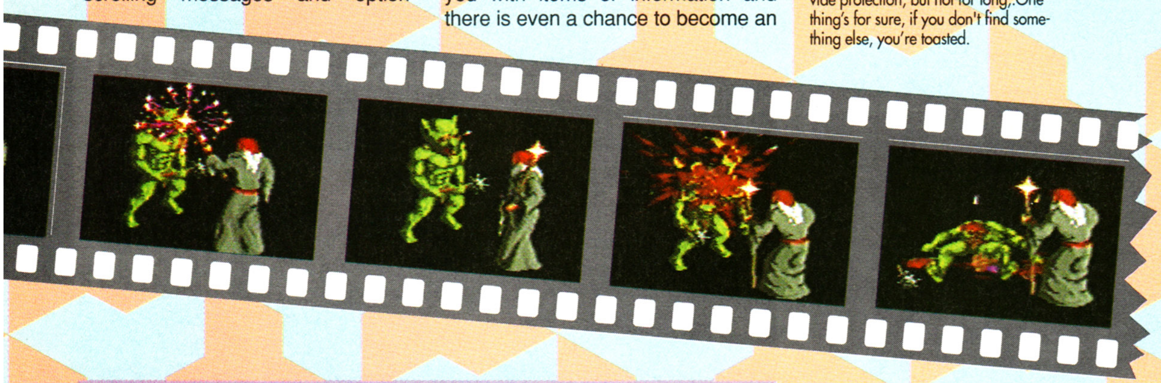
The sheer wealth of options and possible outcomes in *The Immortal* is incredible. Interaction is the key to progression and conversing with friendly vendors and even grateful goblins is not uncommon. Many help you with items or information and there is even a chance to become an ally of the Goblin King! This is *The Immortal*'s strongest asset, it does not follow the well-trodden paths of other graphic RPGs. This is something new and exciting.

Obviously in such a compact review it would be an injustice to even attempt to describe *The Immortal's* many treasures, but each one has had time and an unnerving attention to detail spent on it that are sadly lacking from most others of this genre.

My only complaint is the difficulty. Anyone who does not share the writer Will Harvey's fiendish logic may find themselves quickly stumped. Some of puzzles are very obscure (such as the rock becoming a gem when the slime eats it), which doesn't detract from the gameplay, it just tests your patience in the most frustrating way. Luckily, Will has generously included an intelligent password system.

With eight increasingly challenging levels to test even the bravest of ProWizards, *The Immortal* looks a tough one to crack. Which is just as it should – £45 is a lot of money! Certainly, no-one will find this easy and longtime play and value for money are most definitely guaranteed. I have no reservations in giving this the ProYo!

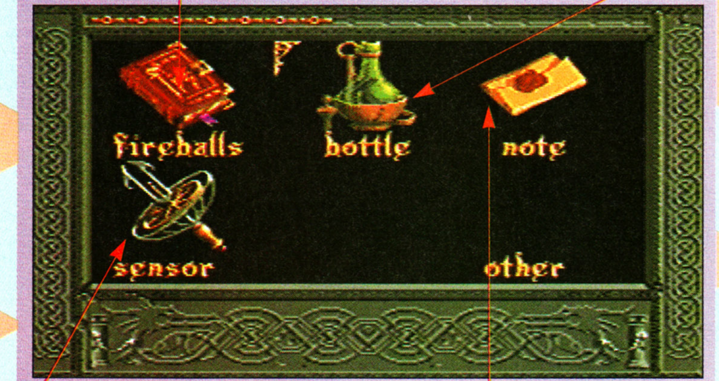
● Damian (Gandalf) Butt



THE GREAT WIZARD'S BACKPACK

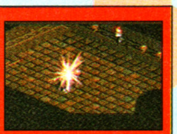
A book of fireballs gives you unlimited missiles for a short time. Ideal for disposing of aerial pests

The bottle of water revitalises you. In this case it must be drunk soon or the poison in your veins will finish you off



The sensor is found on level five. The instrument rises in pitch according to the proximity of the worms under the floor. It will save your life, if you are quick.

A note gives you many needed clues in this game. This particular one warns of worms and the need to train baby lizards.

PROTIP

Try not to step on the pressure plates in the arrow room. These are what sets off the traps.

GRAPHICS 96
▲ Detailed, intricate and amazingly atmospheric.
▲ Glorious techn-o-gore for the fight sequences..

SOUND 93
▲ Moody tunes play for different situations.
▲ Bone-splitting effects during fights.

GAMEPLAY 89
▼ Fights take a while to master.
▲ Levels vary in length.

CHALLENGE 94
▼ Difficulty is very high; most puzzles obscure.
▲ Formidable dungeons present tough challenge.

If you only buy one game this year, buy *The Immortal*. Give your Mega Drive a treat.

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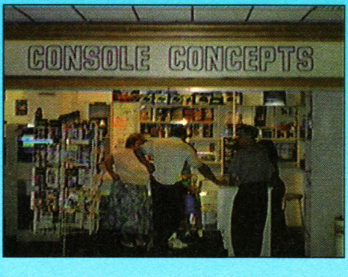

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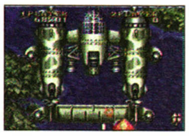
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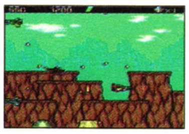
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STAGES	4
SKILL LEVELS	3
FEATURES	n/a

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MASTER SYSTEM

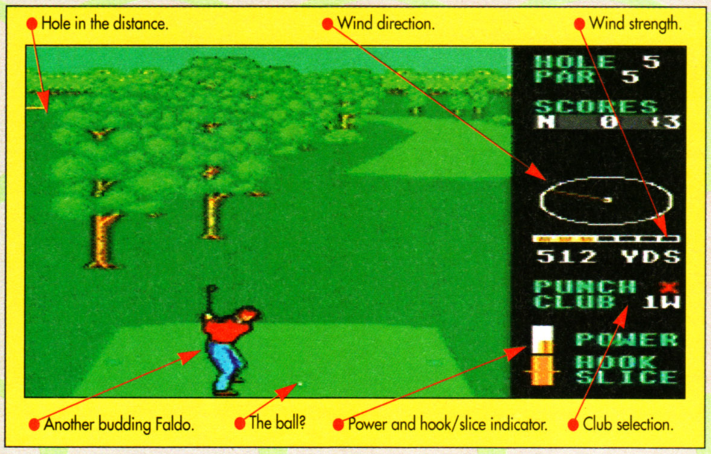
WORLD CLASS LEADER BOARD

Golf's a boring old sport, but the damned game seems to be all over the TV nowadays. With the Ryder Cup on every sporting man's lips at the moment, it seems the ideal time to cash in on the blanket media coverage.

It seems ironic that TV sports that are by their nature unexciting most of the time – like golf, snooker and darts – have some of the highest prize money kitties around. Like the real games, though, the console versions of these "sports" are always very much love them/loathe them affairs. Play them for ever, or play them never.

The simply delights of *Golfamania* have kept Master System owners happy for years. But the big one has hit; the original computer golfing game has arrived, bigger and better than ever before. How can *Golfamania* stand up to the colossal challenge of *Leader Board*? It can't. There's a new champ in the clubhouse.

Sandtraps, trees, bushes, water hazards – they're all here. The combination of three real courses – Cypress Creek, St Andrew's and Doral Country Club – and a specially-designed course, the Gauntlet Country Club, adds real variation to *World Class Leader Board.*



● Hole in the distance. ● Wind direction. ● Wind strength. ● Another budding Faldo. ● The ball? ● Power and hook/slice indicator. ● Club selection.

Up to four players can compete over the courses, with each one being able to play at any of three skill levels. This is great news as the quality of players is varied, and you can really handicap players to make things fairer for novices.

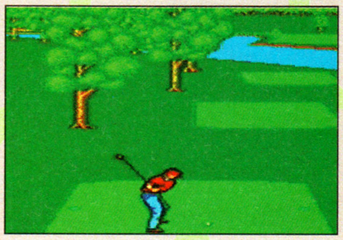
Walking onto the first hole, you are struck by the scenery around you. Trees, rivers, bunkers and fairways are all well drawn and ready to offer you a challenge.

Most of the holes have some kind of hazards, especially on the best-of-the-best Gauntlet course. Land in the bunker or the water and listen to the superb speech taking the mick out of your last shot. "Can't be too happy about that one," laughs the machine as you drive that tee shot straight into the vast wastes of water.

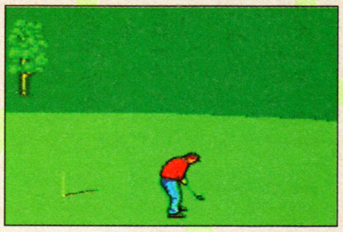
World Class Leader Board knocks *Golfamania* right into the sandtrap. The *Leader Board* concept of multi-player action has always proved popular, and the addition of speech and great scenery graphics makes this the only golf game worth considering.

● Les "Bogey" Ellis

PROTIP On holes that dogleg or have trees in the way, use a hook or force a slice to get around the problem. Perfect shots these and you're laughing.



This is a nasty hole to start on. Your man is swinging back to smash the ball down the course, trying desperately not to hit the trees or the water. You're level par at the moment – but this is the first hole after all...



A monster of a putt here; 49 feet in total. Don't bother trying to plan it, just grab the putter and smack it is hard as you can. This is the kind of advice that David Leadbetter gives, I'm sure.

GRAPHICS	▲ Loads of excellent scenery around hole. ▲ Great impression of 3-D down the fairway.	83
SOUND	▲ What's needed is well done. ▲ Excellent speech when you cock up!	87
GAMEPLAY	▼ Not as much fun on your own. ▲ Feeling of achievement when mastered.	83
CHALLENGE	▼ Needs more courses to last. ▲ Special ultra-tough Gauntlet course.	82

When it comes to golf games, there is no worthy challenger.

PROSCORE 83

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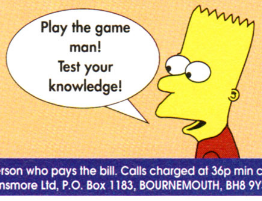
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FACTO PAN

If ever there was a topical game then this is it – although it almost wasn't. The main character is called Gorby, and looks not too dissimilar to a major foreign leader. Just imagine what a cock-up it would have seemed if Gorbachev had remained "ill" and the USSR had hidden behind their iron curtain again.

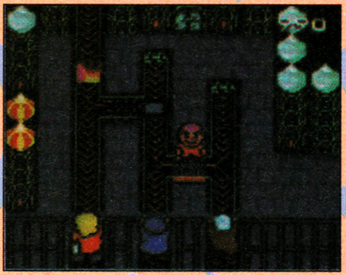
Just like in real life, Gorby's main problem is getting the right food to the people who need it. In fact, the whole coup attempt was reportedly about this very point. But you can keep the USSR united and save Gorby's butt by distributing the food to the people.

All the food must travel down pipelines across the country, although often people get food they don't want and subsequently it goes to waste. Gorby is the only man who has the power to intercept the food and send it in the right direction. But dark forces are at work, trying to undermine Gorby's power, so these must also be dealt with, too. All in a day's work for a Soviet leader.

As soon as you see Gorby running his little legs off on the amazingly fast scrolling intro sequence, you just know this game has had that bit more time spent on it than other simple conversions on the Game Gear.

It's heartening to see a Game Gear product that has copious amounts of the big three: graphics, sound and playability. In fact, the combination of frenetic action, wonderful graphics and buzzing sound make *Factory Panic* a real joy to play.

Firstly, your ears are hit with the numerous cheerful anthems and spot effects. These are great, mixing traditional themes in with other snippets from, say, the Lone Ranger.



Round two. The aim of the game is to swap the conveyors around and direct the supplies to your awaiting friends. Before embarking on your mission, make sure you know who wants what. Be warned, this level contains the meanest and fastest guards.

The highly-polished presentation continues into the game graphics. The height of detail is shown on the main character, Gorby, who even has a red splat on his head. Also, all the other sprites look just as if they've come straight out of Doctor Zhivago, with their boring clothes, big beards and funny woolly hats. The characters' movement is fast and reminiscent of TV cartoons as they urgently shuffle about the place.

At the end of each stage, you are given one of the many congratulatory sequences to boost your flagging moral. The words "Good Job" come on screen, and you receive a large thumbs up. After your bonus is calculated, the crowd cheer and a young

がんばれゴルビー!
ゲームギア専用ソフト
GAME GEAR
1 PLAYER
SEGA

Factory Panic is available in Japan under the title *Good Luck, Gorby*. You can get the Japanese version from Dream Machines, PO Box 34, Hartlepool, Cleveland TS27 3YX. Tel: (0429) 231703. This version has Japanese instructions and is available for just £19.95 – £5 less than the UK version! Meanwhile, our continental chums in France can pick up the game under the guise of *Adventure of Gerubi*. There's also rumour of a Russian version which goes by the name *Good Luck, Yeltsin* – but we can't confirm that, comrade!

PROTIP Wait by a switch and shoot the guard as he comes for you. Keep shooting to immobilise him and then hold open the switch. When the food's passed through, run on to see the object through to its destination, bashing Chomper if he's around.

On later levels, it's difficult to remember which person wants what food. If you press PAUSE, you'll recap the opening screen which displays your objectives. You can do this as often as you like.

PROFILE

FACTORY PANIC ● SEGA ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	30+
SKILL LEVELS	1
FEATURES	n/a

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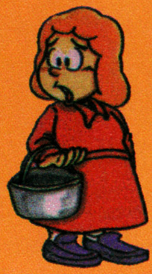
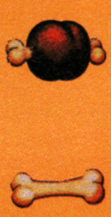
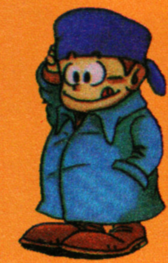
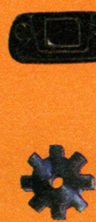
The Japanese can't pronounce the letter R...

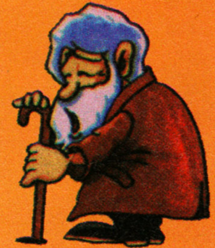
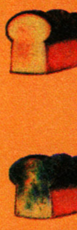
THE GOOD, THE BAD AND THE HUNGRY

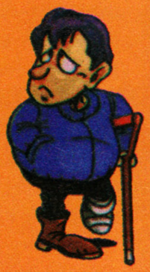
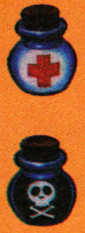
Helga – needs lots of food as she has a very large family to feed. Leg of lamb is her favourite, but don't try to pass her off with a meatless bone or she'll pester you until she's fed.

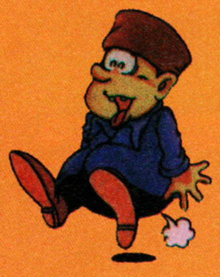
Boris – you'll have to work overtime to keep this greedy chap satisfied. Give him a Game Gear and he'll be your friend for life. However, cogs don't go down well with him.

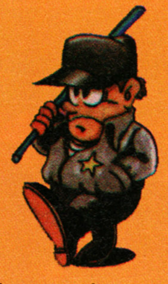
Grampov – doddery he may be, but he still needs feeding and the odd pill to pop. Actually a loaf of bread suits him best. Beware of mouldy imitations and Gramp's fury.

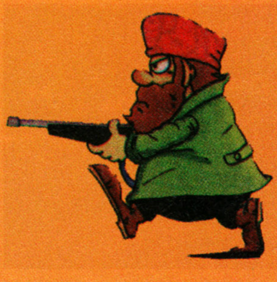
Sulkavich – he's got a bad leg, so cheer him up with a few hundred pills. The corked bottle of medicine is what he wants; ensure it's got a red cross on it and not a skull and crossbones.



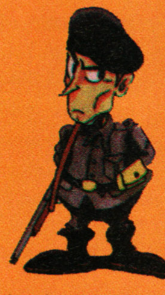
Chomper – eats all your food, so keep him well away from the pipes.



Stick – carries a big one, and is not afraid to use it if you're within range.



Shooter – very deadly as he can get you just when you're not expecting it.



Adolf – a fast dude who runs in occasionally to cause havoc with his rifle.

lady presents you with a bouquet of flowers. Totally unnecessary, but much appreciated.

With five continues, I managed to get well into the second round. Here the game gets really tough, as you try to juggle many different types of food. However, even when it was game over, I never came away with a feeling of being cheated, as you do with some games. Every game is totally challenging, but never frustrating.

Factory Panic is a beautifully presented arcade style runaround. It excels in all areas, with very attractive, colourful graphics, hugely addictive gameplay and a whole host of varying challenges to improve on the basic formula. Good luck, Gorby!

● **Damian Butt**

RY

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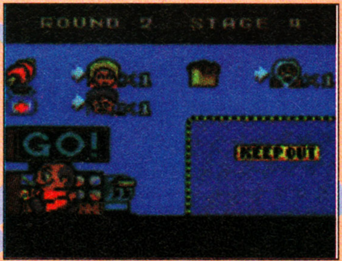
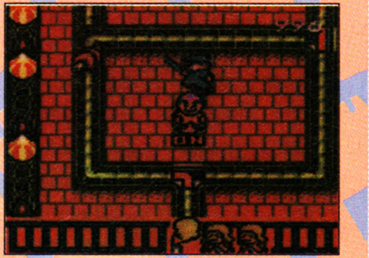


Throwing the switch brings the factory to life – and all hell lets loose. The display above reveals who needs what and in what sorts of quantity.



The first and easiest level poses no real difficulty for any self-respecting Russian leader. The guy with the stick will cause you extreme hassle, so stun him if you can. Unfortunately there's no way of getting rid of him permanently.

GRAPHICS ▼ Slight flickering on conveyor objects. ▲ Big, colourful sprites with cartoon feel to them.	82
SOUND ▲ Brilliant variety of tunes and ditties. ▲ Very suitable effects.	91
GAMEPLAY ▼ No two-player, difficulty or stage settings. ▲ Very easy to play straight away.	81
CHALLENGE ▲ Packed with loads of stages. ▲ Difficulty increments are perfectly set.	85
One of the most addictive and original games to appear on the hand-held so far. **PROSCORE**	86

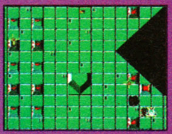
ASSAULT SUIT LEYNOS

SHOOT-'EM-UP
MEGA DRIVE

66

Called *Target Earth* in the States, you have to prove yourself the toughest of the tough and most robotic of robots. Complete eight levels of alien-bashing action and get home in time for tea (as Paul Rigby would say). Average graphics and sound let the game down.

ASTRO WARRIOR



SHOOT-'EM-UP
MASTER SYSTEM

69

Go deep into outer space to attack alien forces that are amassing for an assault on earth. Use the power-ups, learn attack patterns and decide on the best strategy to put down the invasion. Not one of the best.

AXIS

SHOOT-'EM-UP
MEGA DRIVE

84

Wear your transformer style Axis suit and walk the streets to clear them of criminals. Various weapons can be used in this 3-D blasting extravaganza. Great graphics and surprisingly addictive gameplay make for a fine shoot-'em-up.

AZTEC ADVENTURE

HACK-'EM-UP
MASTER SYSTEM

70

You have to pass through 11 stages avoiding or hacking 'n' slashing any of the weird creatures that you come across. An enjoyable exploration romp with some nice touches throughout, pity is chucks you back to the stage start when you die.

BANK PANIC

SHOOT-'EM-UP
MASTER SYSTEM

75

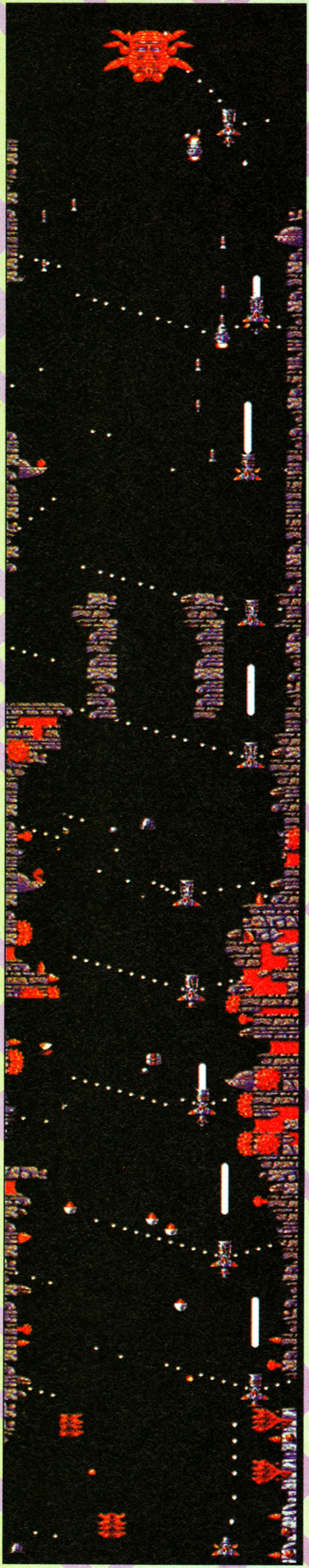
The bank is being robbed. You are a lone gunman who wants to put the robbers behind bars. You will have to avoid shooting innocent civilians trying to deposit their hard earned money, and blow up the bad guys. A decent one-player blast.

Continued on page 39 ➡

Hence they call the Russian leader Golby rather than Gorby.

XENON
MEGABLA

MASTER SYSTEM



Many years have passed since the last Xenite invasion. The Earth has partially rebuilt its defences and is once again prosperous. The Xenites, however, were well-peeved that their last invasion didn't work out quite as planned. If it hadn't been for one meddling Earth fighter, it would have been a walkover. The Xenites are once again casting their jealous eyes over the Earth, but this time they have come up with a new plan.

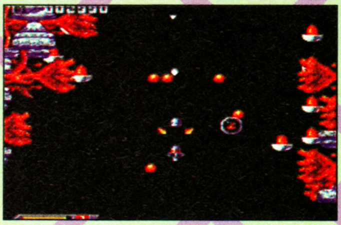
A warped scientist has discovered the secret of time travel and the Xenites have used this power to travel back through time and plant time bombs in each major era. When these bombs are detonated, they will cause a series of natural disasters that will devastate the planet and leave it ripe for plundering. You have been called up to travel back through time and destroy the bombs... and anything else that happens to be around. Buckle up, kid, time is running out.

If you're looking for a slick, stupendous, striking shoot-'em-up for your Master System, then X truly does mark the spot. If you've seen any other versions of *Xenon*, you will find it hard to fault the first 8-bit console version. From the title screen to the level guardians to the character set, the graphics are virtually identical to all the other versions. In fact, you have to keep reminding yourself that this is just the MS version, and the 16-bit version won't be available till early next year.

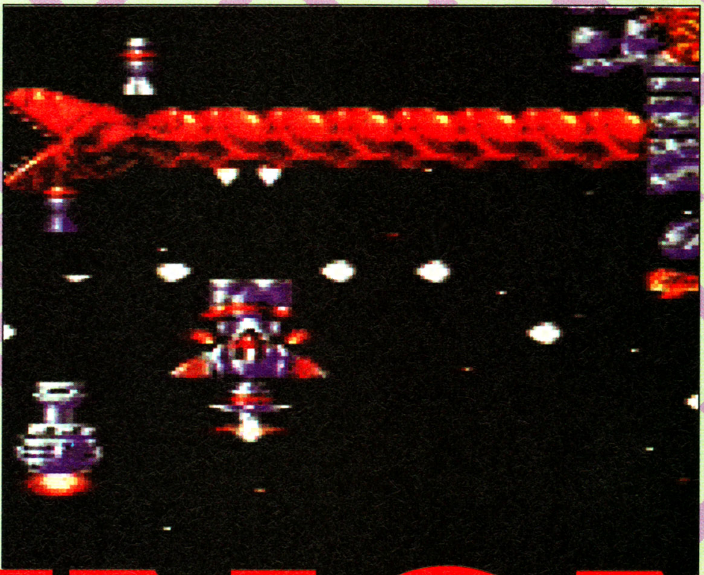
PROTIP **To kill the first level guardian, you must hit the eye in the centre of his body – but only when the body of the tentacle is completely out of the way. The best way to draw his fire is to wait at the top right or left of the screen and when he fires at you, dive down underneath him and blast away.**

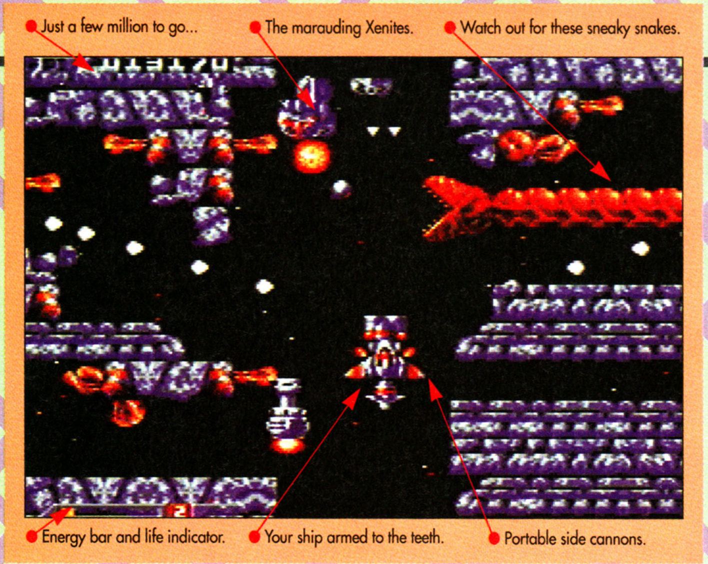
The title screen sets the scene for this simple, yet fiendishly addictive blast. Your only option is to choose whether you want David Whittaker's soundtrack blasting out of the speakers or not. (Personally, I believe a thumping soundtrack always increases the fun.)

Into the game, the first impressive thing is the graphics. Slap-bang identical to the original, yet still smoothly animated – even when you change direction very quickly. The only thing missing is the ornate backgrounds, which will appear on the Mega Drive



The Z icon floating around is a smart bomb. When you touch it, all enemies on the screen will get vaporised – but their shots won't so look out.




Just a few million to go...
The marauding Xenites.
Watch out for these sneaky snakes.
Energy bar and life indicator.
Your ship armed to the teeth.
Portable side cannons.

version, but this isn't to the MS's detriment. Just like in the original, the enemy sprites start off simple but get uglier the further you get. However, if you do happen to encounter a large swarm of alien intruders, the screen tends to slow down a bit, although this doesn't hamper the play. The only time you really notice it is when you let go of a smart bomb, which will clear the screen and miraculously increase your speed two-fold.

FRUSTRATION FACTOR

Okay, so there aren't that many levels – just five – but the amount of frustration that has to be endured is unbelievable. This is all due to one thing: poor collision detection. If it weren't for you mysteriously exploding or having your energy sapped, then *Xenon II* would be a, albeit very easy, delight to play. This doesn't just occur in the run up to the end of the stage, it also happens when you're facing the big guy himself. The first one is particularly annoying, with hits very rarely registering. Still, this could all be to the good of the game because *Xenon II* would be a real doddle otherwise.

PROFILE

XENON II ● IMAGE WORKS ● £29.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Image Works
Irwin House
118 Southwark Street
London SE1 0SW
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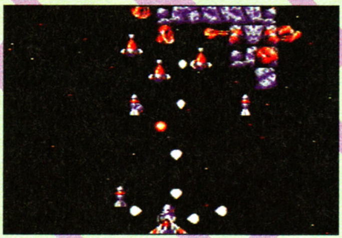
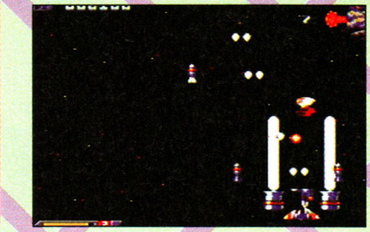
At the end of each flying stretch, you get to see the guy who's been dispatching all these aliens. The massive blob at the end of the first level is quite easy, so it's a shame to see the blob man repeated at the end of level three. After getting rid of this guy, you enter what is probably one of the most fun parts of the game: the shop. There's plenty of decent weaponry available, in fact everything from the original has been included. You can pick and choose whatever suits your style of play, but always go for at least one Super Nashwan which only lasts for a few seconds but gives you every weapon available, all at once! *Not* bad.



Moving through this narrow trail, note how the shots go under the scenery. This is useful for taking out aliens on the other side of the rocks, but beware as they can fire at you through the scenery, too. In fact, some will actually come through the scenery themselves in their desperate attempt to turn you into space dust.

The slick gameplay and presentation is sadly let down by the poor collision detection. Many a time I cursed the day I discovered the joypad, when my fighter seemingly exploded from hitting the side wall which was actually miles away. lit's fortunate that every other aspect of *Xenon II* is perfect. It's great to see a classic game like this being perfectly translated onto the Master System. With the arrival of *Xenon II*, at last there's a great vertical scroller on the MS – even if it is only five levels long.



With your full metal jacket on – Super Nashwan Power – nothing stands in your way (for ten seconds, at least).

PROTIP

Make sure you pick up the first two speed-ups at the beginning of level one. Completing the level is practically impossible without them.

● Les Ellis

GRAPHICS ▲ Colours are vivid and detail is astounding. ▲ Great animation and smooth scrolling.	92
SOUND ▼ Effects are disappointingly average. ▲ Loud, blasting tune throughout play	83
GAMEPLAY ▼ Inaccurate collision detection tests patience. ▲ Quick and responsive..	84
CHALLENGE ▼ Not enough levels for the price. ▲ Gameplay flaws increase challenge.	80
Despite its flaws, *Xenon II* is destined to become the most successful shoot-'em-up on the MS. **PROSCORE**	**85**

I II
AST

A Xenon (Zen-nun?).

THE A-Z OF SEGA GAMES ● THE A-Z OF SEGA GAMES ● THE A-Z OF SEGA GAMES ● THE A-Z OF SEGA GAMES

BASKETBALL NIGHTMARE

SPORTS SIM
MASTER SYSTEM
90

A sports game with a difference. It seems that all the monster teams have gathered and are waiting to challenge you. Arggh, could this mean Teen Wolf has finally hit the home console? The only way to survive is to win, after this those championships at home should be a doddle. Original approach well implemented.

BATMAN

ARCADE ADV
MEGA DRIVE
80

All the play is viewed from the side which makes this a sort of cross between the computer and previous console versions. The Joker's still the main man to get, although the gameplay tends to get a bit simple and boring. Try before lashing out the high asking price, this may not be what you're expecting.

BATTLE OUT RUN

RACE-'EM-UP
MASTER SYSTEM
75

Racing down the road you have to avoid or force off the road any of the drug baron's minions. Battle Out Run takes the Out Run saga that little further. Good fun but hardly anything new.

BATTLE SQUADRON

SHOOT-'EM-UP
MEGA DRIVE
87

One of the toughest shoot-'em-ups you are likely to come across. Great graphics and sound make this very playable. And being so difficult it will keep you coming back to get that little bit further.

BLACK BELT

BEAT-'EM-UP
MASTER SYSTEM
50

You walk along a horizontally scrolling road kicking into anything that you come across. Basic martial arts fare. The action in Black Belt is boring and repetitive, there are better beat-'em-ups than this.

Continued on page 45 ➡

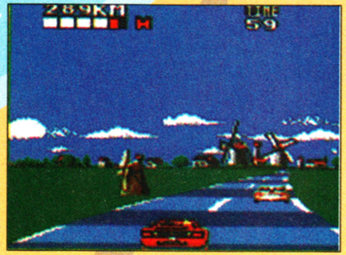
OUT RUN

GAME GEAR

If ever there was a game that put Sega on the map, it must be *Out Run*, the most celebrated racing game in the civilised world. The sights, sounds and smells (almost) of zipping along the streets of America have been portrayed on nearly every gaming format known to man.

The premise of the game is amazingly similar to that of The Cannonball Run movie, bar two major factors: there are no competitors and no police. Your aim is simply to impress your girlfriend enough to keep her in your shiny Ferrari Testarossa – not that owning the Ferrari would be enough!

Fail to speed through four of the ten stages quick enough and you'll be demoted to the geek squad, and made to live a life without a girlfriend. However, complete the course in the allotted time, and a bedside companion is guaranteed for life. Is that incentive enough for you?



From the screeching tunes to the starter at the beginning of the race, you know that the remnants of the original arcade machine and more have been squeezed into the Game Gear's tacky shell.

New to GG *Out Run* is an option to race head-to-head against the computer car on a selected stage. Admittedly, if you choose an automatic gear box (effectively choosing easy level) then you'll have no problem beating his blue Porsche every time. Braver Pros will choose manual transmission, of course, but even there you'll encounter few problems.

Unfortunately, changing gear is done by pushing up or down on the four-way. Inevitably, while zooming around a corner you automatically push a bit upwards at the same time, and thus change into low gear. Very annoying.

The gameplay itself is surprisingly refreshing. I'm glad to see Sega have created a large variety of vehicles to contend with, and even a few extra chicanes to add spice to your journey. The ten stages have also been enhanced visually, with each one having a different backdrop. Undoubtedly, the best racing is in Las Vegas, where the background is not only very colourful and detailed, but it also camouflages the distant cars so you can't see them coming!

The three tunes come direct from the arcade machine and add to the experience of driving with the top down and the wind blowing through your hair. Passing breeze, the stabbing symphony, is still my fave and a perfect complement to the frenetic action.

But before you rush out to purchase this, be warned: the game will quickly be completed. After just a handful of goes, you may find yourself on the last stage of the game. Encouraging for inexperienced players, but a waste of money for anyone who's played *Out Run* before. Recommended only for those who were hopeless at the original.

● **Damian Butt**

FRUSTRATION FACTOR

This game is just far too easy. The layout of every stage is practically the same, so the only difficulty increments are between the auto and manual gearbox. Not even the amount of cars increases; your drive on the last stage is as trouble-free as it was on the first. Braking is also very harsh, which makes it easy to avoid oncoming cars even if you leave it till the last moment. True Pros will complete it within five plays on manual transmission.

PROTIP

Watch out for the chicanes near the end of the level. They require a tight right then left turn coupled with severe braking. Don't be afraid to brake, it wastes less time than pummelling into a tree.

PROTIP

Rev up the engine before the starter drops his flag to speed away from the line with tyres screeching.

Out Run is available in Japan under the same name. You can get the Japanese version (complete with unreadable instructions!) from Console Concepts, 223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759. The price for a ride in the left-hand drive version is just £24.

Available in Japan at the moment is a Mega Drive version. You can also get that from Console Concepts, but we recommend you wait for our ProView next month in SegaPro.

PROFILE

OUT RUN ● SEGA JAPAN ● £24.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	10
SKILL LEVELS	1
FEATURES	Link-up

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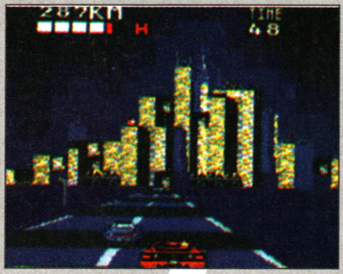

Every one of the ten backgrounds has its own distinctive style. Here you can see the bright lights and big city of New York. Watch out for the sausage-jocks!

GRAPHICS ▲ Neat fade-in/out between stages. ▲ Backgrounds are varied with intricate detail.	84
SOUND ▼ Only braking and collision effects. ▲ Tunes are real summer scorchers!	78
GAMEPLAY ▲ Realistic impression of speed. ▲ Simultaneous play should add scope.	75
CHALLENGE ▼ Far too easy for experienced Pros. ▲ Simple introduction to *Out Run.*	69
The graphics are groovy, the sound thumping, but lack of variety means short-lived appeal. **PROSCORE**	77

A cheetah can run faster than a Ferrari in first gear.

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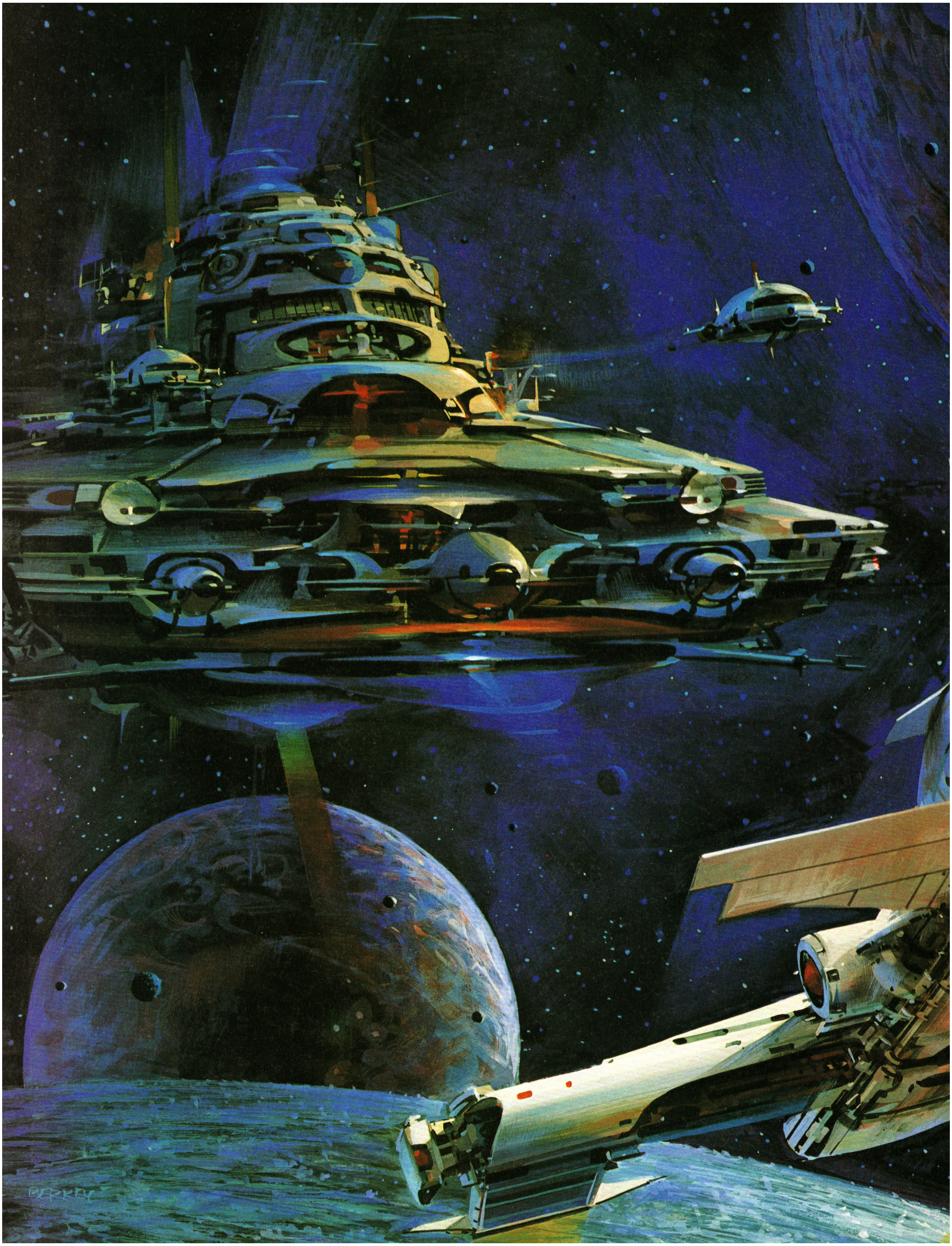
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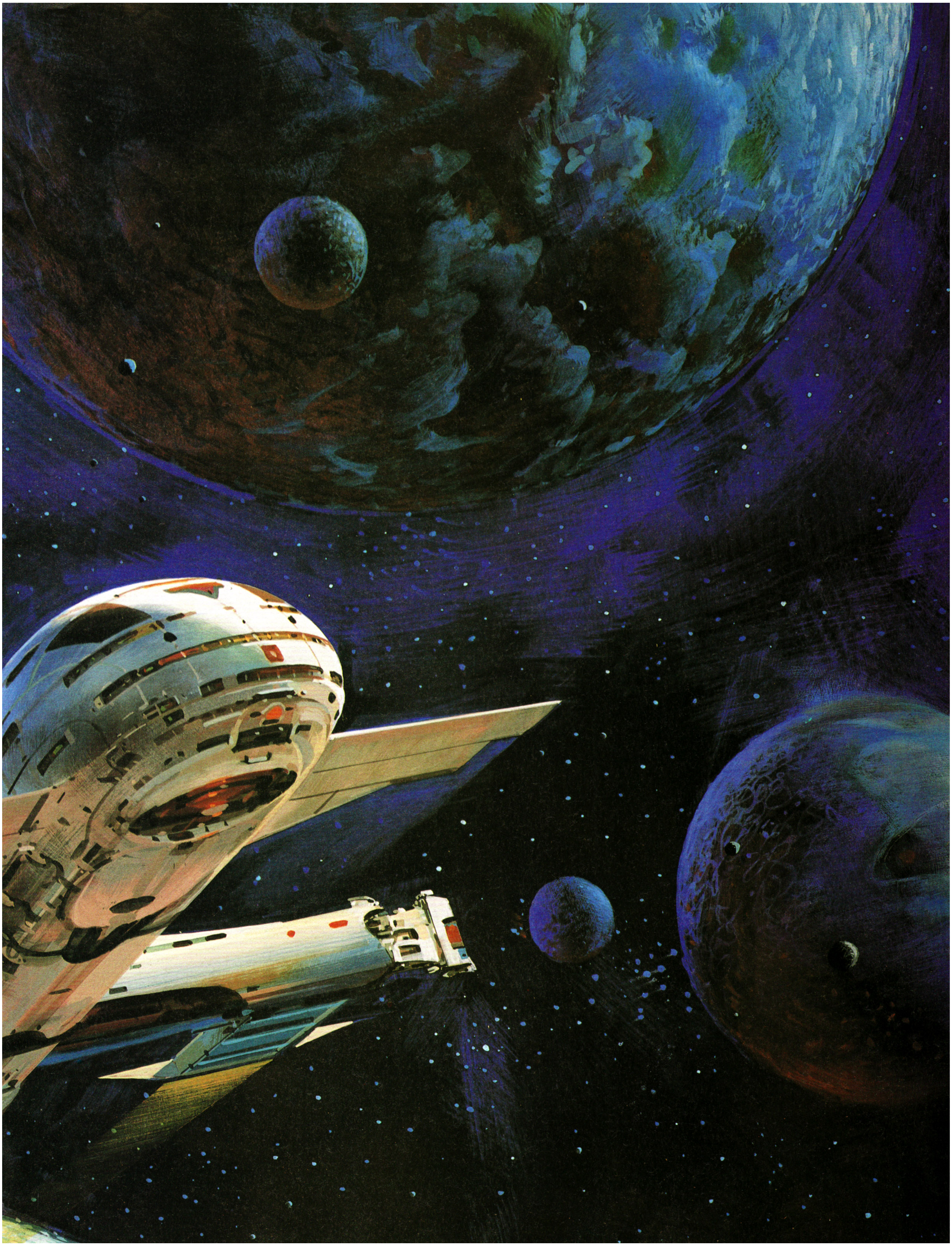
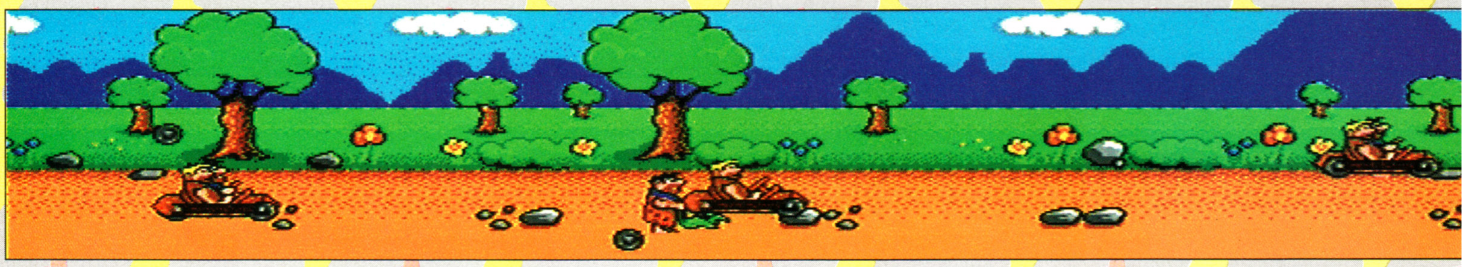




MASTER SYSTEM

"Yabba Dabba Doo!" shouts a relieved Fred Flintstone, as the Friday bell rings. Fred is particularly happy this weekend because it's the Bedrock Super-Bowl final tonight. As you know, bowling is Fred's passion and in tonight's heat he's lined up to play his friend and rival Barney Rubble.

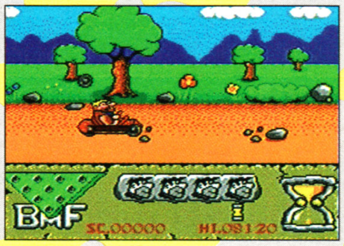
Unfortunately, Wilma does not share Fred's love of the game. Fred promised his loving wife that he would redecorate the living room tonight, and Wilma is going to make sure he keeps his promise. If he's lucky, Fred will be able to paint the living room and leave in time for the bowling tournament.

But everything isn't quite as easy as it seems. For a start Pebbles is at home intent on causing havoc with her dad's painting. Then, on the way to the bowling alley, the car gets a broken wheel. At this rate, will Fred ever make the Super-Bowl?

If Grandslam set out to create a cartoon atmosphere, then they have surely succeeded. The title screen for *The Flintstones* is very colourful and cheerful with a full screen static picture of Fred and his friends.

In keeping with the young targeting of the game, there is just one option: to play the irritating music or not. This limitation is one of *The Flintstones'* main flaws. If you're not a member of the extremely young audience that this is aimed at, then there's no way you can alter the game to suit you.

> **"The simple gameplay will certainly appeal to any young fans of Fred and Barney"**



You're on the way to the bowling alley with your mate Barney. However, you've got to negotiate lethal rocks which will cause havoc with your tires if struck. Don't take too long though...

The introductory sequence showing Fred sliding down Dino's tail and leaping to Wilma is humorous and well-drawn, providing the vital link with the comedy cartoon. In fact, humour features heavily in this licence and touches such as the lizard paint brush, a wandering Pebbles and a dinosaur car jack, are a welcome relief from the goblins and runes that we're used to.

The graphics are some of the best I've seen on the Master System: brightly coloured sprites with minimal clash. Fred's rough, caveman look is particularly impressive. The prehistoric feel is continued onto the control panel with informative displays roughly hewn from solid rock. This, along with the occasional static shot, adds atmosphere to a game which revolves around it.

PROTIP

Put Pebbles back into her playpen to stop her scribbling on your newly painted wall. You will also have to collect your brush again.

On level three, simply copy Barney's power and direction to win.

The first level, painting the living room, although well-presented is marred by a very awkward control method. It is far too easy to miss a tiny spot of wall and find the timer running down too quickly to rectify it.

Similarly, level two looks like it could contain some fun, but it is far too short. Jump a few rocks in your

car and you're there; no bridges to cross, no animated dangers like pterodactyls dropping rocks, and above all, no challenge.

The third stage begins well. The comical graphics of the bowling are lively, but it is flawed by another

FRUSTRATION FACTOR

With just four levels, *The Flintstones* will not be a tough game to finish. Even the huge differences in controls and style do not make the levels more enduring.

The first level is frustratingly hard due to the time limit. The second, third and fourth levels are far too easy and present no real challenge.

Remember, *The Flintstones* has been designed for what Grandslam think are the bulk of Master System owners – very young kids.

Because of this the ProScore rating has been adjusted to accomodate what the programmers were aiming for. They were after an attractive, but extremely simple and easy concept, and that is exactly what they have got.

If you've been playing games for years, you'll be severely disappointed.

PROFILE

THE FLINTSTONES ● GRANDSLAM ● £29.95 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	1
FEATURES	n/a

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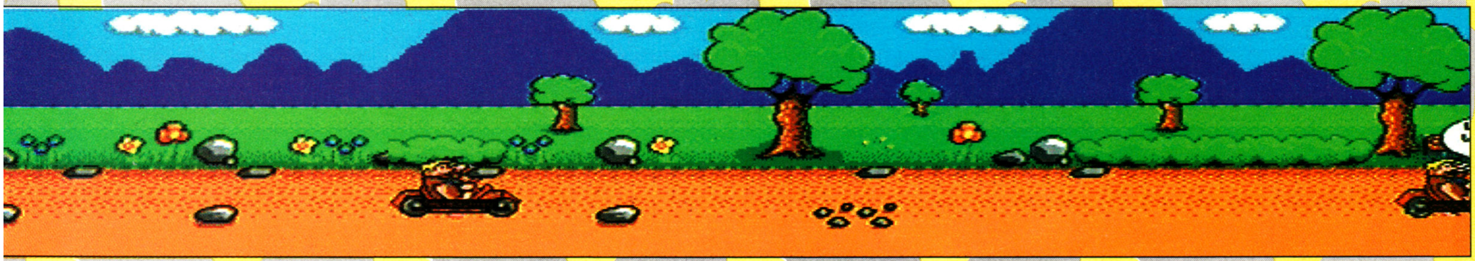
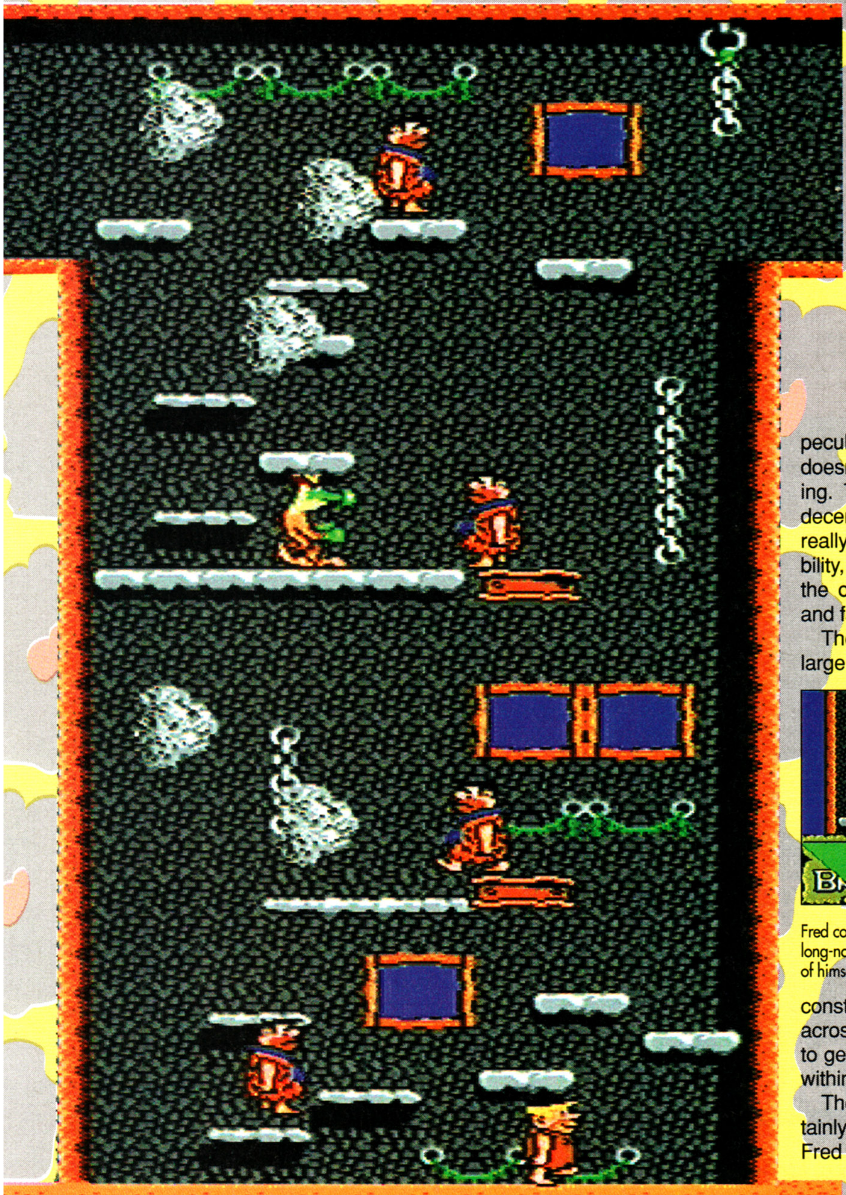
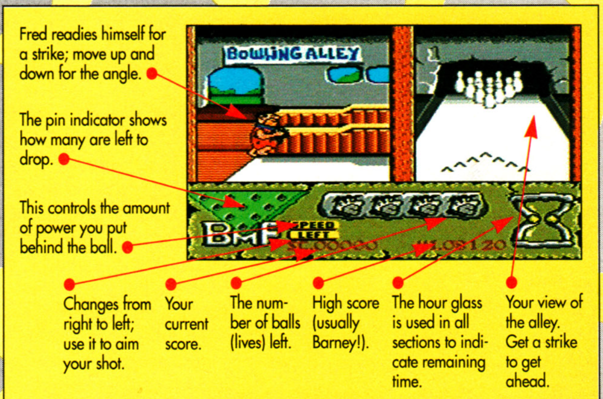
THE FLIN

The cartoon is now translated into 52 languages...







Fred readies himself for a strike; move up and down for the angle.

The pin indicator shows how many are left to drop.

This controls the amount of power you put behind the ball.

Changes from right to left; use it to aim your shot.

Your current score.

The number of balls (lives) left.

High score (usually Barney!).

The hour glass is used in all sections to indicate remaining time.

Your view of the alley. Get a strike to get ahead.

peculiar control method that doesn't convey the feeling of bowling. This is a shame because a decent bowling game would have really increased the game's playability, but this attempt is just like the other levels – too predictable and far too easy.

The final level at last promises a large challenge, with a decent size construction site to venture across. Unfortunately, I managed to get near to the slippery Pebbles within a few minutes.

BMF
SC.00150
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Fred comes face to face with a long-nosed dinosaur and sees a lot of himself in the slimey conk!

The simple gameplay will certainly appeal to any young fans of Fred and Barney, especially if they're new to gaming. But what Tiertex, the developers, seem to have forgotten is that console gamers are generally far better at playing games than computer owners – because that's all they use their console for.

The graphics are undoubtedly very impressive, but the tune is an uninventive rendition of the old theme and the sound effects are few and far between. A predictable Yabba Dabba Doo is reportedly the only speech, although I can't say I ever heard it.

As a Flintstones fan, I'm a very disappointed dinosaur.

● **Damian Butt**

GRAPHICS	▲ Large, colourful sprites; just like the cartoon. ▲ Levels are atmospherically prehistoric.	89
SOUND	▼ Incredibly annoying in-game tune. ▼ Hardly any spot effects or speech.	40
GAMEPLAY	▼ Some bad collision detection. ▲ Constantly changing control methods.	75
CHALLENGE	▼ Tiny levels won't prove difficult for Pros. ▲ Could be ideal for someone's first game.	61
PROSCORE	Gorgeous graphics but stinted gameplay and limited longterm appeal for most.	73

TSTONES

MIKE DITKA
POWER FOOTBALL

Into American football? If you are, then you can't have failed to have heard of "Iron" Mike Ditka. He used to be a professional American footballer before he left the gridiron to pursue a very successful career in coaching. Over the past few years, he has been head coach at the Chicago Bears. Indeed, with the large help of William "The Fridge" Perry, he led the Bears to win the Superbowl.

Like a couple of other football personalities – namely John Madden and Joe Montana – Mike has now lent his name to an American football game for the Mega Drive.

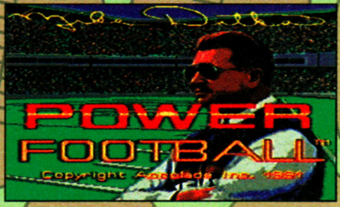
The only question remaining is, will the combined forces of Ballistic (responsible for *Hardball!*) and Ditka be able to top the accuracy and playability of the *JMF*s? One thing's for sure, "Iron" Mike sure ain't gonna get sacked without a fight.

The powerful voice of Mike Ditka greets you as you turn on your Mega Drive, immediately catching your attention and interest. You then get the usual options, plus one extra interesting addition: to play the final drive of the game. From here you can also select whether or not you want music – you don't! The tune that plays through the game is an annoying whine.

After picking one of the 28 teams, you are thrown into the action, viewed from the classic end zone perspective. This is all very well, but the control method for choosing the plays is also exactly like *John Madden Football*. But unfortunately, it falls way short of the attractive and easily accessible *John Madden*, *Madden*, really looking like a poor imitation of that game.

PROTIP The tactics of the real game also apply to *Power Football*. First down should always be a running play as this is low risk. Next, depending on your progress with the run, you should either do a short passing play or another run. Around 80% of the time in real football, they then go for a passing play on the third down. Equally, the defense usually goes to blitz the quarterback on the penultimate play as there are few people guarding the quarterback.

The graphics are an odd point. On the one hand there are some superb intro screens detailing Mike Ditka in various poses, but conversely the players on the pitch are very blocky with dodgy animation. It seems as if the graphics artist spent more time flattering "Iron" Mike than he did on the actual game itself.



One excellent attribute of *Mike Ditka's* , though, is the speech samples. These are all from Jim Tunney, a national referee in the real NFL. They are clear and immeasurably enhance the atmosphere.

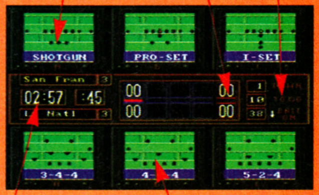
Mike Ditka's Power Football has some very strange and interesting quirks, but ultimately it'll be compared to the other two Am foot games. Basically, it's nowhere near as good as *John Madden*, and about on a par with *Joe Montana's*.

● Les Ellis

The offensive plays; only passing plays are displayed at present.

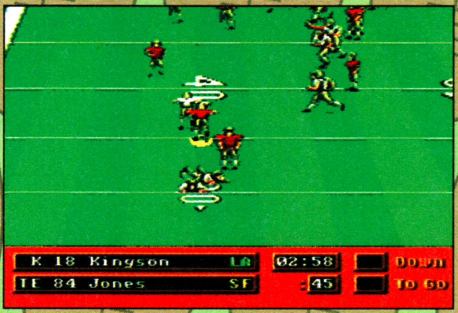
Scores shown for the individual quarters.

Progress stats for the current play.



Overall time remaining for this quarter.

Your defensive formations to choose from.



The tight end receives the ball and makes a run for it. He manages to evade two separate tackles but is about to be brought down by two men at once.

PROFILE

POWER FOOTBALL ● BALLISTIC ● £34.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	1
FEATURES	Password

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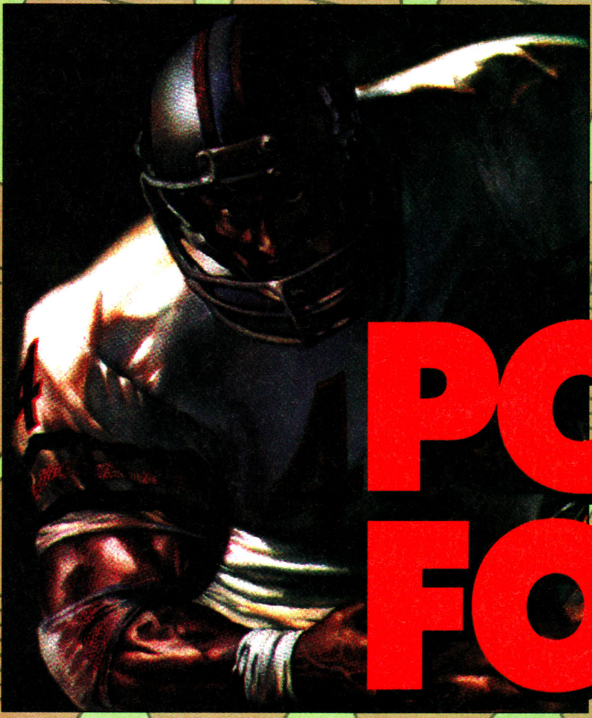
GRAPHICS ▼ Terribly blocky players and jerky animation. ▲ Excellent intro and stats screens.	83
SOUND ▼ Turn the music off before you start. ▲ Great Jim Tunney samples and crowd effects.	82
GAMEPLAY ▼ Bad collision spoils the game entirely. ▼ Nothing here to make you come back to it.	78
CHALLENGE ▼ Far too easy to beat most of the teams. ▲ Helpful if you can't play American football.	80

If the gameplay were up to the presentation, this would be a Madden-beater.

PROSCORE 81



This is the last of Ballistic's first batch of Mega Drive games.

TV GAMES

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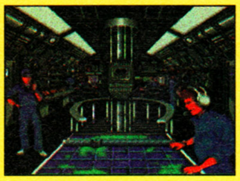
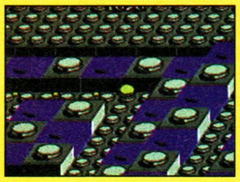


688 ATTACK SUB
Mega Drive

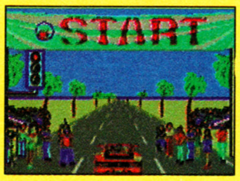


PACMANIA
Master System

COLUMNS
Game Gear

ALIEN STORM
Mega Drive

STRIDER
Master System



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TECMAGIK

SHADOW O
BEA

MASTER SYSTEM

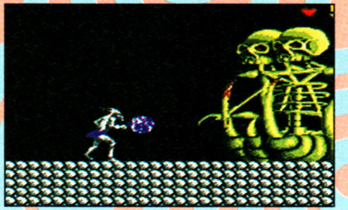
Cruel magic transformed a poor farmhand from a healthy man into a twisted and deformed beast, shunned from his village due to his frightening appearance. Tortured and maddened by his ghoulish features, and filled with an insane rage to rid the world of the one responsible for his state, the beast embarks on a quest.

Although unpleasant to go to a night club with, the beast is not without his advantages. He can jump great distances and punch and kick with incredible force. Those many days in the fields have served the young man well.

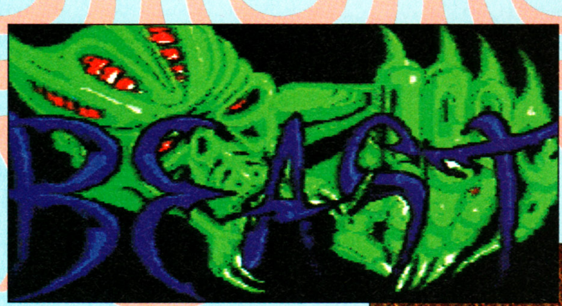
After pausing to regain his strength and plot his route to the dungeon and castle beyond, the beast leaves his homeland and plunges into evil territory. Deep in the pit of his stomach, the beast knows the odds are stacked against him. But faced with a life of contempt and ridicule, what choice does he have?

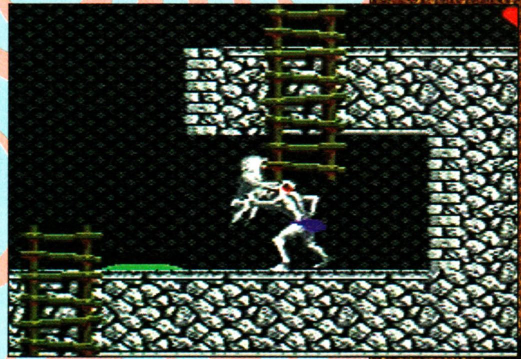
There are going to be a lot of surprised people out there when Tecmagik's version of *Shadow of the Beast* hits the streets. Okay, so it doesn't look exactly the same as the Amiga version – but it's not far off it.

The all new title screen is extremely eerie, with the word Beast shimmering on the screen in dark blue, accompanied by the terrific moody music. The luminous green beast clawing the words is also well drawn and bears a remarkable resemblance to the creature in Krull. I was a bit disappointed by the lack of options, though; with no continues *Beast* will be very difficult to complete.


The mighty death skeleton proves a formidable force, on his fourth pass he tries to crush the beast to a pulp. Luckily our warty friend has the orb power and can hit him from afar.

The whole game is practically identical to the Amiga version. Parallax scrolling is very fast and smooth, with well-detailed backgrounds and many different colours to brighten the game up. Sound is also tasty, with a variety of in-game music to accompany the different levels. Combined with the detailed and atmospheric backgrounds, this realistically conveys the mood of the quest – especially on level four.


The shimmering blue letters fade onto the screen as the bright green beast claws at them. The impressive title screen is one of the attractive features of the new-look *Shadow of the Beast* for the Master System.


Ghostbusting on level three. These annoying spirits attack persistently until your life force is drained. To the left is slime which saps your precious strength.

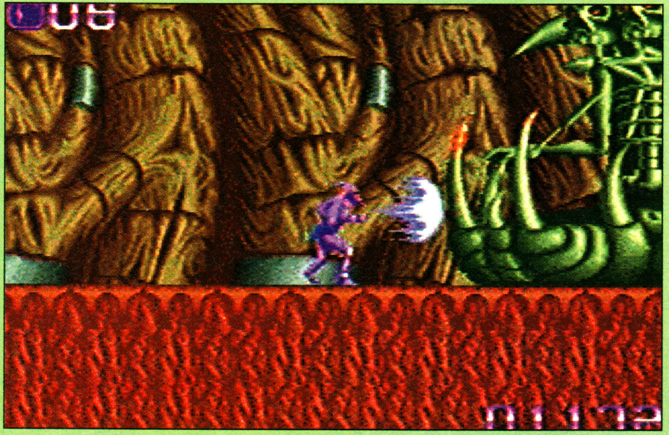
Given the limitations of the Master System, Tecmagik have done well to convert this epic game. The difficulty level is perfect with levels being challenging but not too frustrating. However, I think the gameplay could have been finely tuned to help the player rather than hinder. As it is, longterm play may not be assured due to initial frustrations.

Those players using joypad will have great difficulty, mainly due to

MEGA BEAST SOON!

The Mega Drive version of *Shadow of the Beast*, which was originally developed by Psygnosis, is currently in the hands of Electronic Arts.

From what we've seen of it, this should be a stunning product. It looks and plays just like the old Amiga one, but without the long wait for disk-loading.



The original King Kong was only 45 cm tall...

THE

ST

the awkward use of the up position for jumping. A jump button would have been much more preferable and allow more control, especially for the fast reactions required in *Beast*.

Also, the collision detection is suspect in places, like the water drops from the ceiling, fighting, and jumping the pits. Many times I found myself losing energy when I had clearly avoided the danger.

Like the sign says, don't touch! Oh, go on then... but face the consequences and don't blame me when your life's on the line and there's no-one to help.

A feature of the gameplay is that you can collect all the objects, get right to the guardian and subsequently lose a life. When you get to go all the way through the level again, you'll found the objects won't have returned. This means you have to complete a level with none of the help you received the first time. While this certainly adds to the challenge, it frustrates mere mortals like myself.

You can't deny the fact that Tecmagik have done miracles with the MS version in terms of presentation and improved playability. No-one said it could be done but everything that was on the Amiga version is here – except the incessant and annoying loading from disk.

● **Damian Butt**

PROFILE

BEAST ● TECMAGIK ● £29.95 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Tecmagik
Warwick House
Spring Road
Hall Green
Birmingham B11 3EA
✆ (021) 7022323

GRAPHICS 91
- ▲ Detailed and extremely impressive.
- ▲ Title screen is particularly well done.

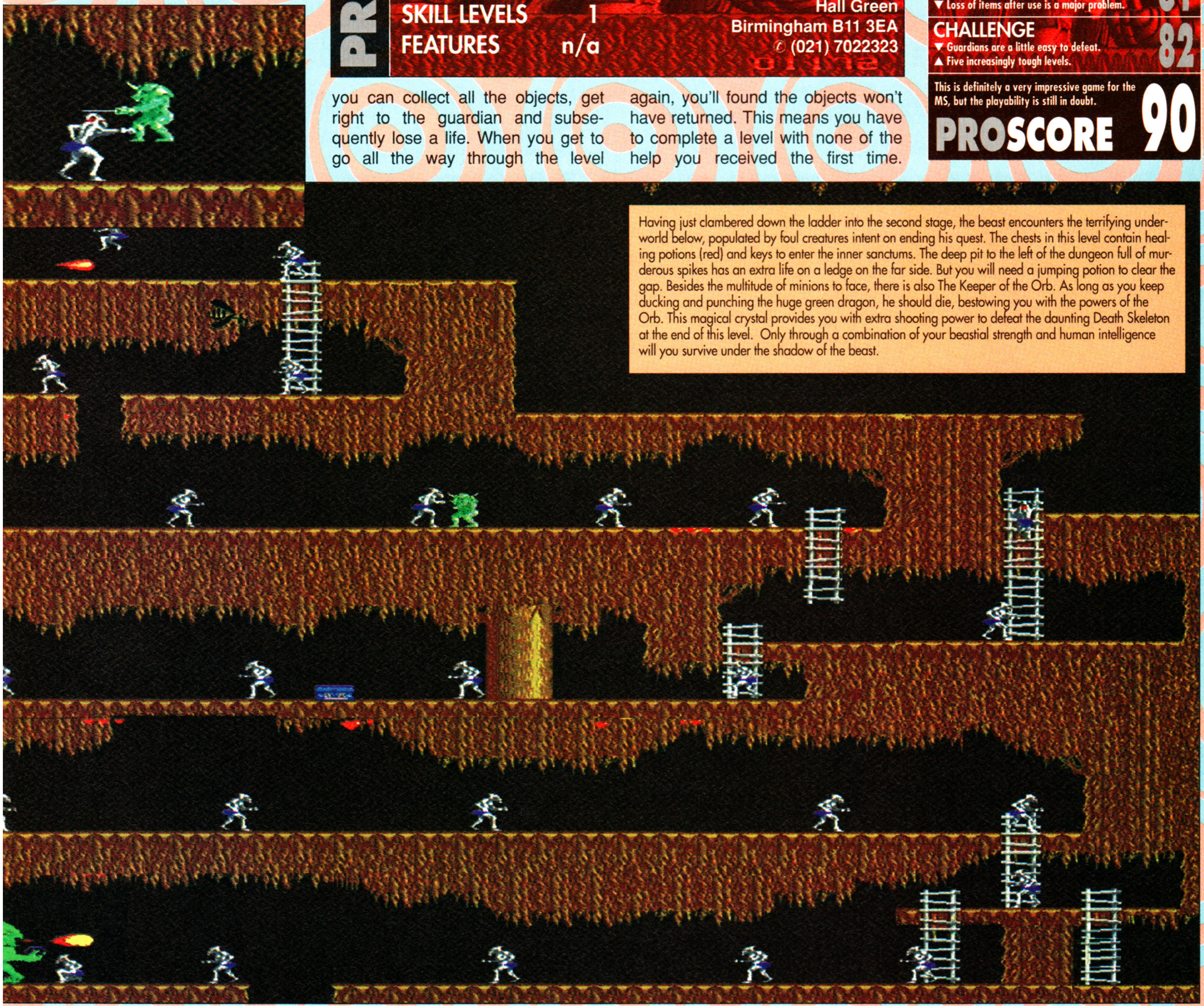
SOUND 92
- ▲ Mood music plays throughout.
- ▲ Some of the best tunes on the Master System.

GAMEPLAY 81
- ▼ Awkward control method is frustrating.
- ▼ Loss of items after use is a major problem.

CHALLENGE 82
- ▼ Guardians are a little easy to defeat.
- ▲ Five increasingly tough levels.

This is definitely a very impressive game for the MS, but the playability is still in doubt.

PROSCORE 90



Having just clambered down the ladder into the second stage, the beast encounters the terrifying underworld below, populated by foul creatures intent on ending his quest. The chests in this level contain healing potions (red) and keys to enter the inner sanctums. The deep pit to the left of the dungeon full of murderous spikes has an extra life on a ledge on the far side. But you will need a jumping potion to clear the gap. Besides the multitude of minions to face, there is also The Keeper of the Orb. As long as you keep ducking and punching the huge green dragon, he should die, bestowing you with the powers of the Orb. This magical crystal provides you with extra shooting power to defeat the daunting Death Skeleton at the end of this level. Only through a combination of your beastial strength and human intelligence will you survive under the shadow of the beast.

And enlarged by trick photography for the film in 1933.

JEWEL MASTER

Jardine the Mad is not the sort of person you would wish your little sister to be going out with. Many moons ago, Jardine invaded your kingdom of Mythgard and all but wiped out its inhabitants. Luckily, the 12 Lords of the Elements came along just in time to save your village. But even the mighty warriors couldn't all stand up to the wrath of Jardine.

While Jardine retreated to reform his dark forces, the four remaining lords combined their powers into a holy blade. When Jardine returned, the four power-drained lords were soon terminated, leaving the blade as your village's only hope. Now you are dispatched to find the blade and use it.

Er, one thing we forgot to mention: Jardine's got the blade...

Mega Drive Cartridge
1
ジュエル・マスター
SEGA

Jewel Master has previously been out in Japan. You can get it by sending off your £31.00 to Console Concepts, 223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759.

Playing *Jewel Master* is like taking a journey through your worst nightmare. Imagine every horrible creature you can, make them ten times worse, and you'll find them in *Jewel Master.*

The monsters throughout the game are a delight to look at; very large and placed on crystal clear backdrops. The detail on everything is astounding, making this one of the best looking walkalongs around. Just wait till you get to the end of the first level and encounter the tiger – you'll be impressed!

PROTIP On the second level, the first sandworm should be killed as he will give you a magic ring. If the first one doesn't give it to you then the second one will.

The first stage is a cinch to finish, but the trouble soon starts on level two. Walking across the parallaxed sand dunes you will come under attack from all manner of excellent animals; from jumping scorpions to huge sandworms (just like in Dune).

PROFILE

JEWEL MASTER ● SEGA ● £TBA ● OUT NOV

CART SIZE	4Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	3
FEATURES	n/a

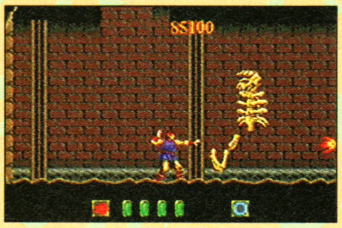
SUPPLIER
Sega Europe
16 Portland Road
London
W11 4LA

✆ (071) 727 8070

There are also cool SFX accompanied by 22 tunes. These range from classics like Now You're Gone to the unforgettable Close to the Edge.

Jewel Master is a very entertaining package. Despite the repetitive gameplay, it does manage to continually impressive with graphics and sound making you play and play. One suggestion, though, a password system/level select would have saved a lot of aggro.

● **Les Ellis**



Meet Bonaparte, the skeleton. When you hit him, the bones will fall away only to reassemble straight away. You will need to hit each bone about four times to permanently destroy them. Then you have to take on the skull.

GRAPHICS	▲ Great use of colour and detail on backgrounds. ▲ Nightmarish sprites, very well animated.	89
SOUND	▲ 22 epic tunes all relevant to the sections. ▲ Be wowed by some great gore effects.	92
GAMEPLAY	▼ Repetition could soon frustrate. ▲ So addictive you just have to try it again.	88
CHALLENGE	▲ Very tough to progress on higher levels. ▲ Level protectors provide a real test.	87

A very challenging romp through your deepest fantasy nightmares.

PROSCORE 88

Emperor Jehan of India spent £6 million on a golden throne – a jewel master?

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How fast can your brain react? Is it likely to give up when faced with a seemingly endless row of tiles coming down the screen at high speed. Then you must decide where to dispose of them – and quickly! If you feel up to the challenge, then get ready for *Klax:* the game with more tiles than B&Q and a ramp that would make even Eddie Kidd think twice before riding it.

You've played it at the arcades, you've played the home computer version, you may have even played the superb Lynx version, but now your Mega Drive has caught the bug. There is no escape from this fiendishly simple game. Watch out, here comes *Klax*!

KLAX

Every version of *Klax* has been excellent, so what more could they do with the Mega Drive version to make it that little bit different?

Well, for a start the options screen is the most detailed yet. Firstly, there are the 80+ sound effects to sample, and these are what really separate *Klax* from the other brain teasers. There are just a few snippets of speech in the game, but they are all absolutely superb. They range from "Yeah!" for a four in a row, to "Ooo!" for a fiver. There are also groans and cheers as you fail or succeed, and a sympathetic crowd that applaud occasionally.

KLAX
GAME
OPTIONS
TM ATARI GAMES CORP
LICENSED TO TENGEN INC
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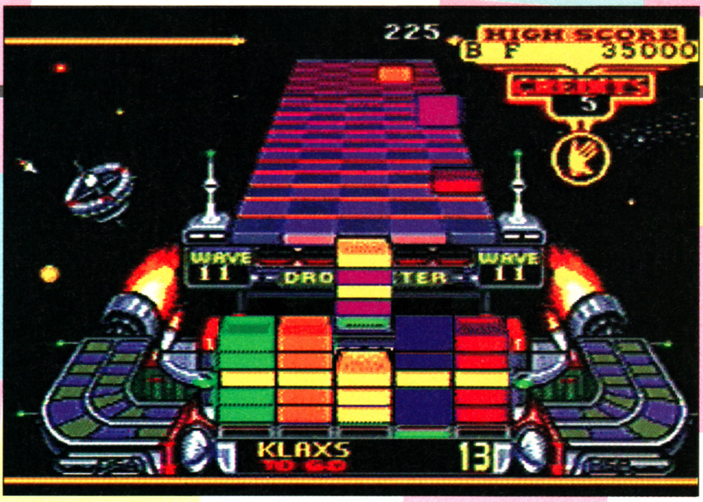
Sadly the tune is a bit monotonous but you can turn this off at the options screen. Before you start, you should also wop the continues up to 21 and fix the difficulty rating to suit.

Traditionally, *Klax's* graphics are large, simple and colourful. The Mega Drive version does just the job, and also has a good range of backgrounds to decorate the unused parts of the screen.

Klax is one of those games that you'll either love or hate – depending on what your patience is like. It is very addictive, although some people may find it rather repetitive. Puzzle games are like that though, and *Klax* hides this better than most. The greatest recommendation must come from the fact that every member of the SEGAPRO team has come back to *Klax* again and again this month.

● Les Ellis



Try to get formations like the one above as often as possible.

PROFILE

KLAX ● TENGEN ● £34.99 ● OUT NOV

CART SIZE 6Mbit
PLAYERS 2
STAGES 100
SKILL LEVELS 3
FEATURES versus

SUPPLIER
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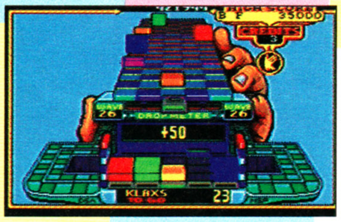
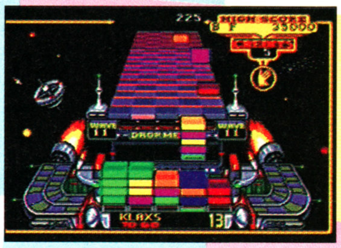


Now that's handy: 23 klaxes left to go and the pit is perfectly set up for numerous vertical klaxes. They may not score much but they are easy to make and get you off the level quickly.

MASTER KLAX

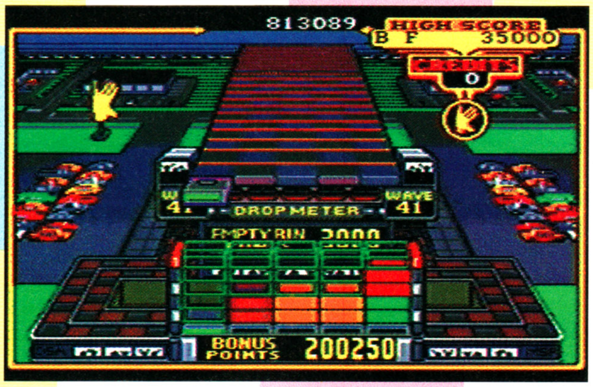
Master System owners needn't worry about not playing *Klax*. Domark have announced an 8-bit version of the game due for release in November/December. The price of pain will be £29.99.



On this early level you only have to make another 13 klaxes in any direction to finish. The tiles in the pit are set up to bring an early conclusion to the level.

PROTIP **Early levels give you the ideal opportunity to knock up some big bonuses. Here you have been awarded 10,000 points for making a five in a row horizontal klax. Four or five klaxes in a row will knock two or three off the total number of klaxes you need. Get them at the start of the level when the pit is clear.**

PROTIP **On waves, remember that diagonal klaxes are worth 5,000 while verts only amount to 50 points.**



At last you have completed that easy round and now it's time to pick up the bonus. The number of tiles left and the amount of space left in the pit are used to calculate your bonus. In this case a warp bonus is added to take your total to over 200,000 points.

GRAPHICS	▲ Great backgrounds throughout game. ▲ Several tile sets to try out.	87
SOUND	▼ Grating music that you will soon turn off. ▲ Speech and effects are totally original.	85
GAMEPLAY	▲ Very, very, very addictive. ▲ Very, very, very fast.	92
CHALLENGE	▲ How good is your temperament? ▲ Versus mode provides a real test.	84

If you thought puzzle games were dead, think again. *Klax* is back!

PROSCORE 87

Klax came out in Japan around a year ago!

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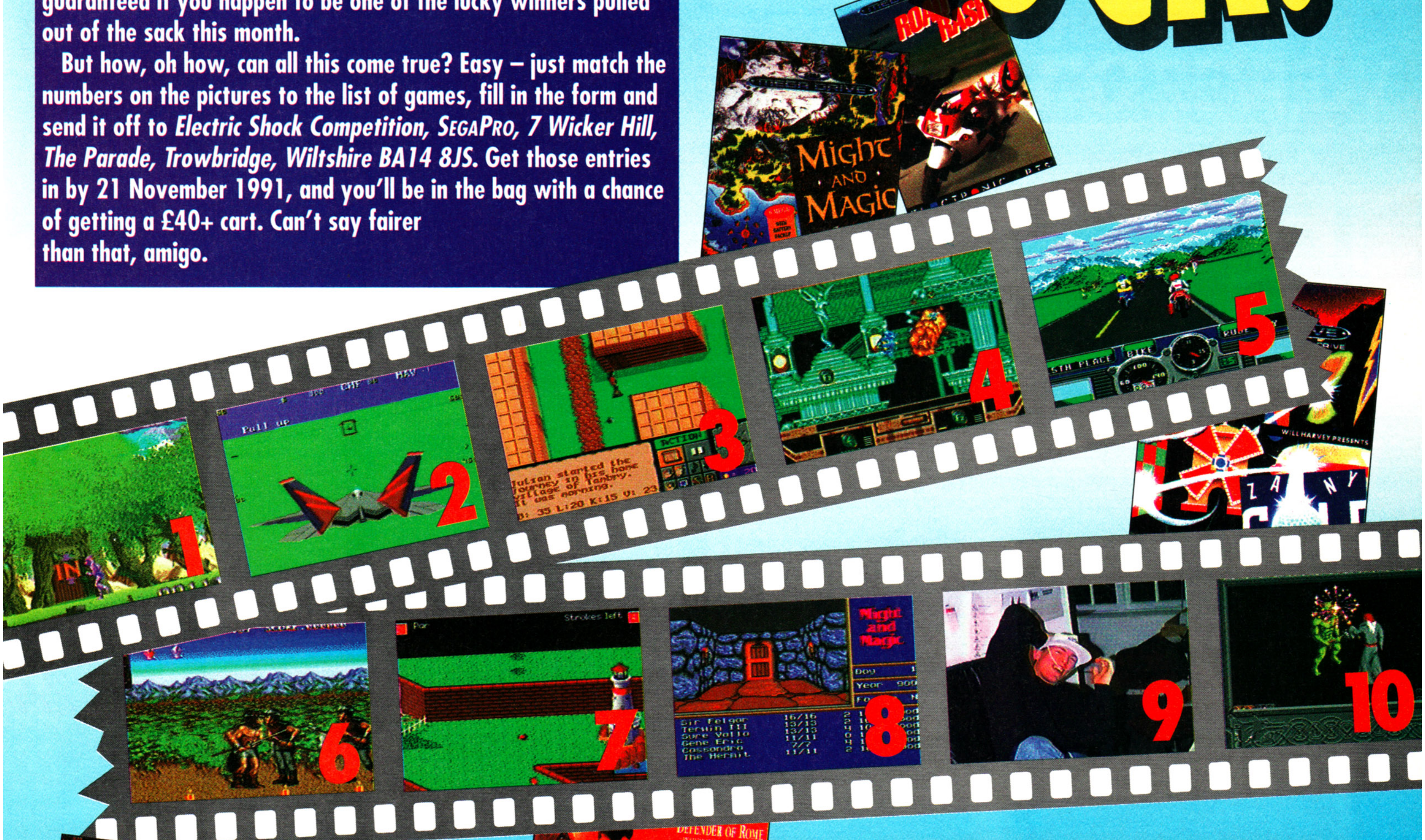

Might and Magic
Road Rash
ELECTRONIC ARTS
Pull up
Tulzan started the journey to his home village of Tanbry. It was morning.
5th PLACE
WILL HARVEY PRESENTS
Zany Golf
Strokes left
Might and Magic
1
2
3
4
5
6
7
8
9
10

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The Faery Tale Adventure

The Immortal	no.☐	Zany Golf	no.☐
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F-22	no.☐	The Faery Tale Adventure	no.☐
Shadow of the Beast	no.☐	Might and Magic	no.☐
Fatal Rewind	no.☐	Dominic Handy (the Ed)	no.☐

If I am one of the 15 runners-up, I would like
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MEGA DRIVE

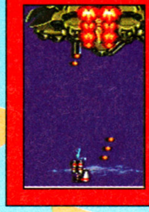
VAPOR TRAIL

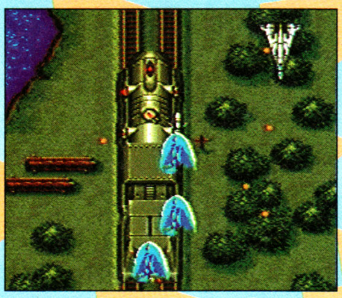
Take a step forward into the future. Past the holocaust and to an Earth which is now peaceful, its inhabitants sick with the battles that raged for centuries. But now trouble is starting to brew again. An outside force is rumoured to be planning an offensive against Earth, hoping to capitalise on its peaceful people. Unfortunately, by the time news of the attack had reach the global capital, the invaders had already left 90% of the planet in their wake. Nations are crumbling beneath this mighty empire, and only the world's capital remains.

Based within its walls is a bunker containing the world's three most advanced fighters: Silph, Valkyrie and Seylen. As the last remaining pilot in the air force, you are given these three planes to use in an attempt to save the planet. The operation behind this, codenamed "vapor trail", requires you to take out both the air and land enemy vehicles, so you'll need all your wits about you.

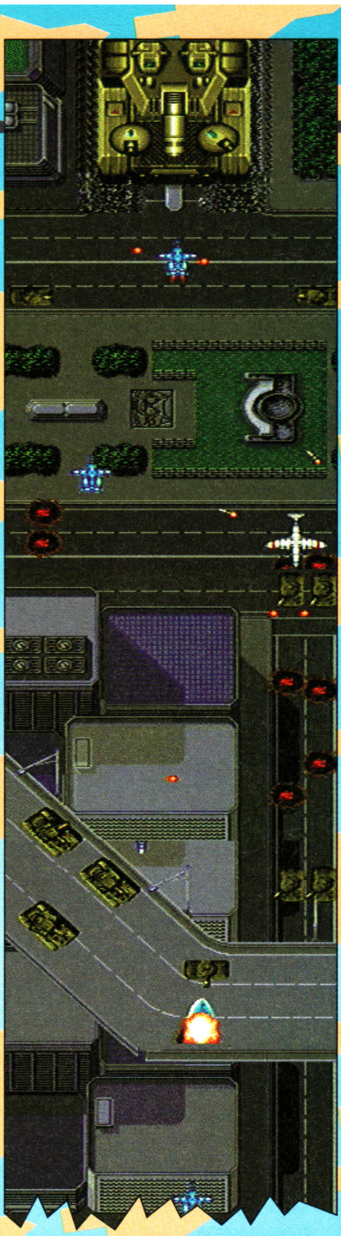
Wap! Right from the start, *Vapor Trail* hits you smack between the eyes with its gorgeous still graphics and neat speech samples. The slick presentation is continued with the plane selection taking place in a hanger, rather than the normal flick screen mode.

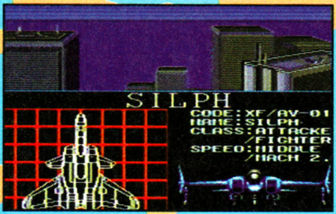
PROTIP At the end of level one, you'll encounter a massive (compared to your little plane) helicopter gunship. Don't take any hassle from it, just napalm those gun turrets and then concentrate your fire on the central section.



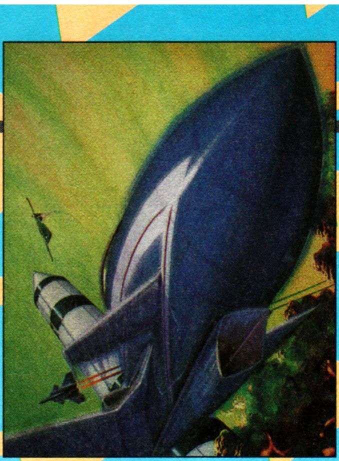


Early in level three you encounter armoured trains. Only by activating your super sonic spin (sounds familiar, eh?) can you defeat large enemy craft that appear. Use the spin sparingly as it takes a long time to recharge.





Unfortunately, this is where the originality stops. All the sprites, albeit of a high standard, will be very familiar to shoot-'em-up fans. Luckily, the huge helicopters and so on at the end of stages are well done. For instance, there are some huge tyre tracks leading up to a tank on one level, while another has a menacing gunship towering ominously over the terrain.

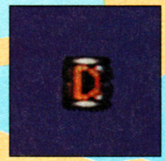


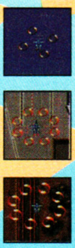
Vapor Trail originated in Japan, where it is now about five months old. You can get the Japanese version, which includes all those weird Jap instructions, from those purveyors of Mega Drive games at Console Concepts, 223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759. Their extra special, ever-so-cheap version retails for just £35.

Play is accompanied by a large array of excellent tunes. Effects are exhilarating and really push the speakers. The speech, which simulates radio chatter, is very effective.

Ultimately, playability is where *Vapor Trail* excels. The difficulty is challenging, but your task never seems impossible. Also, nice touches like having to choose a different ship when you die add atmosphere and make *Vapor Trail* innovative.

● **Damian Butt**





Pick up the diversifier icon pictured to the left and your ship will become armed with pulsating rings. Collect the power-up icon a second time and you double the ship's fire power. Get the icon a third time and you'll have an almost unbeatable ship.

PROFILE

VAPOR TRAIL ● RENOVATION ● £44.99 ● OUT OCT

CART SIZE	4Mbit
PLAYERS	2
STAGES	6
SKILL LEVELS	2
FEATURES	team play

SUPPLIER
Ubi Soft,
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GRAPHICS 79
▼ Unimaginative sprites for enemy forces.
▲ Colourful guardians and level backdrops.

SOUND 82
▼ Lack of variety in sound effects.
▲ Superb fighting sounds complement the action.

GAMEPLAY 70
▼ Average shoot-'em-up action with few frills.
▲ Stages vary in length.

CHALLENGE 78
▼ Far too easy with two players.
▲ Successful mix of easy and difficult sections.

Adds nothing to the genre as a whole, but provides addictive challenge for one player.

PROSCORE 75

For a vapour trail to form, an aircraft must be flying in air cooler than -60°

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SP

New York has been enveloped in a mysterious, dark storm cloud, known throughout the city as El Viento. At present it's over the Crystler buildings, crackling with magical energy.

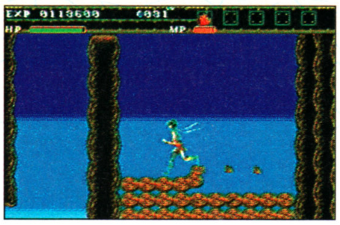
The streets are populated by violent sociopaths armed with all the latest military weaponry, and no-one knows who is supplying them.

From another age, a young girl, Annette, rips through the time barrier and appears in the decaying city. Armed with her magical skills, her martial arts prowess and deadly razor boomerangs, Annette plunges into a personal war against the gangs. Her ultimate aim: to take revenge on whoever summoned her.

Each area of the city must be penetrated and the guardians defeated before Annette can move on. Even now she is scaling the perimeter walls clutching her instruments of death. It will only be a matter of time before she finds those responsible.

From the moment the eerie music seeps from your TV and the low toned static shots fade in and out, you know you're in for something special. Not only does this game have an incredibly atmospheric soundtrack but it also contains some of the best intro screens and plot outlines I've ever seen. The New York skyline and demonic buildings resemble a bleak sci-fi movie, and this is only the beginning of the game.

PROTIP On the first level, you can leap up onto several hanging catwalks. Keep on them till you get the strength potion, then drop down, use the magic on the bikes, and clear the first stage. Stay alert; some enemies carry power-ups when killed.



Don't worry. All that's happening here is that you're falling down a massive pit full of boulders. Every time you touch one of the boulders, it will explode, leaving you extra energy.

The main sprite is detailed and lively with a host of lightning moves to perform, as well as her deadly boomerang and magical powers. The environments through which she runs are individual and realistic with the levels explored in eight-way smooth scrolling.

Of special note are the explosions caused by a clash with motorbikes or pink cadillacs. The vehicle smoulders, then erupts into a cataclysmic explosion that rocks the Mega Drive. An incredibly large orange and red flaming gas cloud then fills half the screen, followed by bits of the wreckage and shreds of the occupants. The whole effect is stunning and well worth the immense time and patience it must have taken to get right.

The streets and buildings are claustrophobic concrete structures, full of murderous maniacs. All are colourful and intricately detailed to set the scene for a great game.

PROTIP On level two, the first wall of blocks that can be destroyed have two potions hidden inside.

Sound is above average with tunes playing throughout. However, I would have preferred something more violent and strung out. The in-game music to *Streets of Rage* would have been a much more appropriate style, instead we have a run-of-the-mill tune that lacks body.

PROFILE

EL VIENTO ● RENOVATION ● £44.99 ● OUT NOV

CART SIZE	8Mbit
PLAYERS	1
STAGES	16
SKILL LEVELS	1
FEATURES continues	

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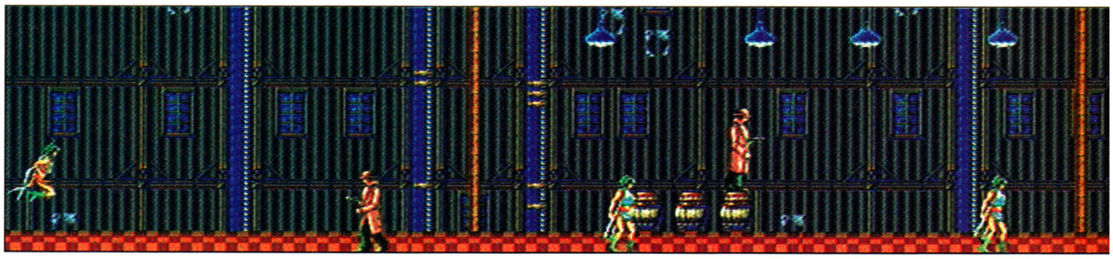
The difficulty level is perfect, with the first guardian not too hard to reach, but consequent levels increasing in hazards. I found the guardians

El Viento
エル・ヴィエ
1人用 アクションゲーム

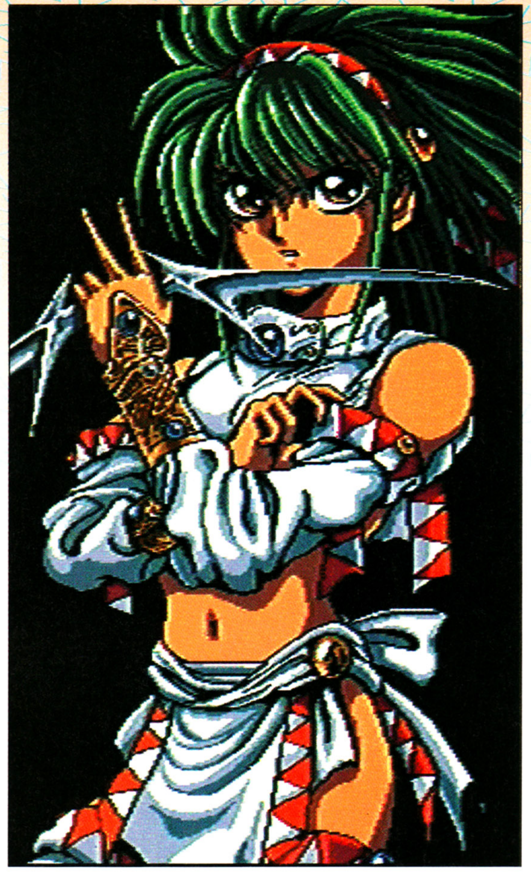


EL VIE

El Viento is the Spanish form of "the wind", the Portuguese is O Vento.

WOLFTEAM
GAME CREATIVE STAFF

El Viento was originally released in Japan. You can get this version from those reliable guys at Console Concepts, 223b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759. The price is £34, but the Japanese manual is great – even with the Japanese text!



The woman to the right (known affectionately as Windy by her friends) forms a small part of the incredible title sequence in *El Viento*. Her vital statistics – for those interested – are 36-28-34. She, and her friend Earnest Evans (Pop, to close chums) , are heavily into bondage – whips, chains, bottle tops and the like. Both Windy and Pop like nothing more than entering doubles rasping competitions. Already they have the prestigious title of West World Windy Winners.

to be surprisingly imaginative considering the well-trodden paths that most beat-'em-up games follow.

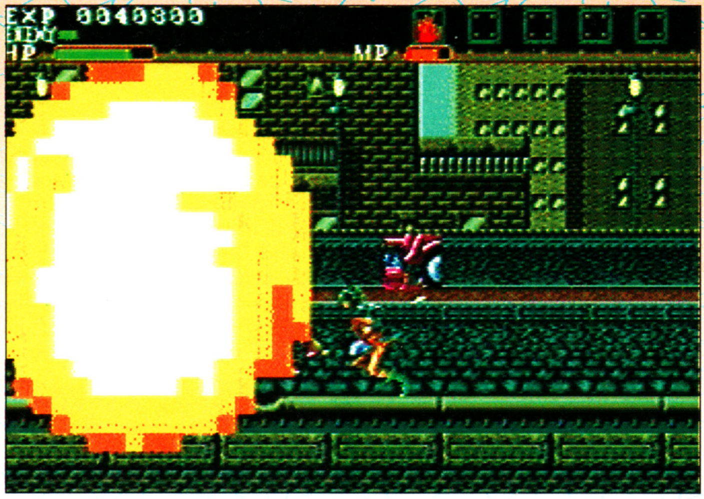
The first particularly impressed me with its ruthlessness and unnerving accuracy. For example, take out the main gun and the rockets start firing; destroy them and the controller gets out with his chain gun to finish you off. It's touches such as this that set *El Viento* apart from the crowd.

Collision detection is also excellent; you are never hampered by cling-on bad guys and can jump and kick freely to escape. Some fights are even conducted ten feet in the air in the explosion of a car!

The hosts of opponents such Al Capone, Henry, Hastur, crouching snipers and annoying neighbours throwing furniture from their windows blend in well with their surroundings as they attempt to thwart you.

I only have two gripes with *El Viento*: the lack of options on the title screen, with no difficulty settings to increase challenge, and the way you are transported back to the very start of a level if you are defeated.

Although this does add to the addictiveness and challenge, it could mar the playability and can lead to a jaded feeling when you die. The rapid chases across collapsing bridges, using gun-powder to blow up certain enemies and spanning deep ravines on wire-thin death slides, though, are all experiences to look forward to.

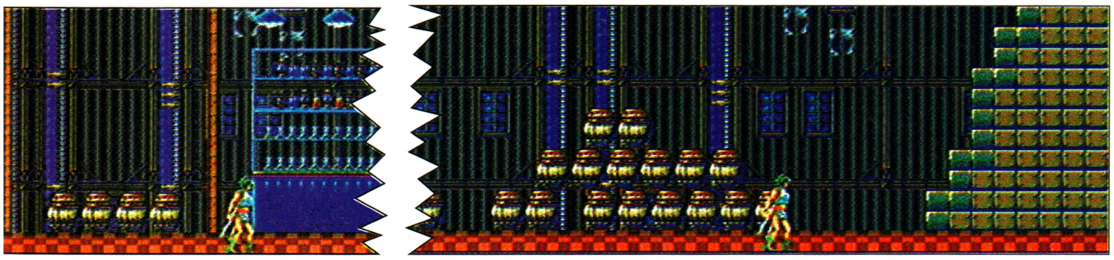


You won't see bigger or brighter explosions in any other game. *El Viento* is in a class of its own when it comes to the big bang.

PROTIP **In the building just before the first level guardian you have to get down to the bottom to use the door. If you descend further, there is another door with a strength potion in it. Very useful to top up before taking on the big guy.**

Above all, everything looks, sounds and plays well. What more could you ask for?

● Damian Butt



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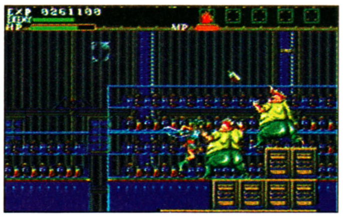


Level three (directly above and map) takes place in a warehouse. The violent fatties throw Newcastle Brown bottles at you; the trick is to use the dynamite barrels to blow them sky high.

GRAPHICS	▲ Vivid arcade graphics and original sprites. ▲ Guardians and explosions are extra special.	90
SOUND	▼ Tunes lack vitality and thumping beats. ▲ Music throughout and many special FX.	82
GAMEPLAY	▼ Guardians can be very tough at times. ▲ Leaping, slashing action; very satisfying..	85
CHALLENGE	▲ Will keep the average disembowellor happy. ▲ Difficulty level is set just right.	92
PROSCORE	With super fast graphics and brutal gameplay, *El Viento* will take your breath away.	89

Wind velocity is measured on the Beaufort scale: 1 is a light breeze, 12 is a hurricane.

MEGA DRIVE

SHINING IN T

The request had come by first class vulture. Shining read out loud and paraphrased the interesting bits.

"Please come to magic kingdom... quest... Great Darkness... princess... lots of blood... flipping great wodges of cash... bring own axe."

The magic kingdom was only a day's pillage away from Shining's hovel. He set out in the early afternoon with his very best beheading axe.

And so began the epic quest. Told by generations of scholars to their wide-eyed pupils, and retold here by the same team who brought us the *Dragon Quest* series.

The kingdom is terrorised by the Great Darkness, who controlled his unwilling servants from the huge, dark castle on the hill overlooking the valley. Now he's kidnapped the King's daughter. The village nearby can help you in preparing for your rescue attempt with weapons, armour and healing herbs.

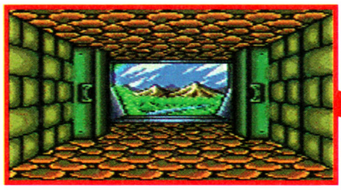
The game opens with a softly lit storyteller sitting comfortably in a room containing the many options. The opening graphics are very similar to a Disney cartoon, plucking the lighting and moody colours from Fantasia.

The initial scene, if starting afresh, is the plot outline in the palace. Once again, the graphics are detailed, but nothing can prepare you for the exquisite map screen showing the three locations: the palace, village and dungeon. As you click on the village, the map disappears and the view pans down to the village. It slowly levels out, and you enter.

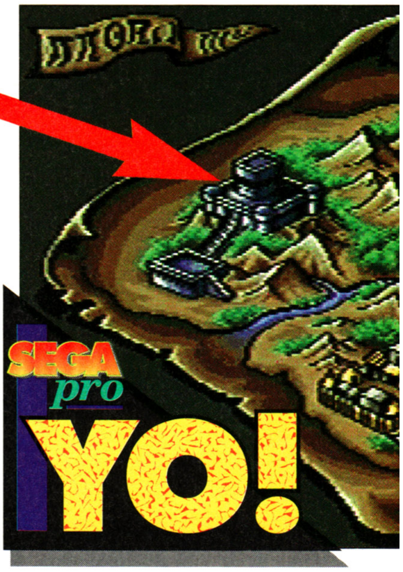
What makes this game superior to all other RPGs of this style is the background preparation. On no other game can you pick up, gossip, visit the many stalls, buy and sell items, and visit the local inn for a jar or three. The whole world is created for you in glorious colour and realism. The village is littered with shops and places to visit with friendly shopkeepers to converse with.

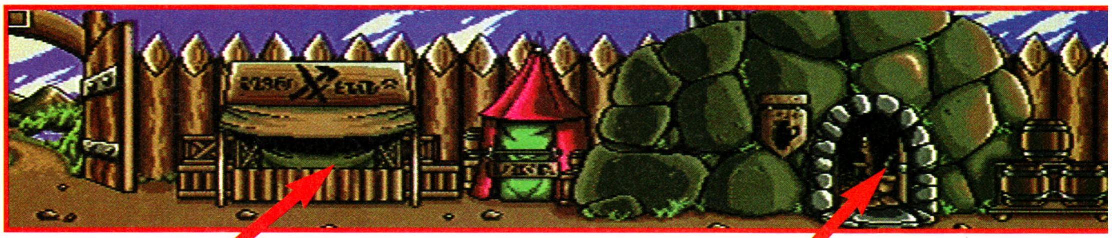
The inn is also a wealth of information and you never know someone may just agree to help you. I loved the way the music coming from the inn got quieter as you got further away and then rose to tavern level when you actually entered. The scrolling in the inn was also impressive. As you move, the props and barrels closer by move out of shot to reveal more characters talking.

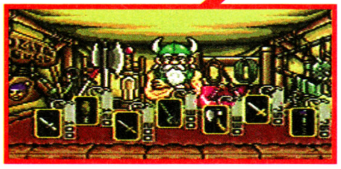
The graphics in the shops are also excellent , with each owner having their own personality. The woman in the herb shop keeps giving me the



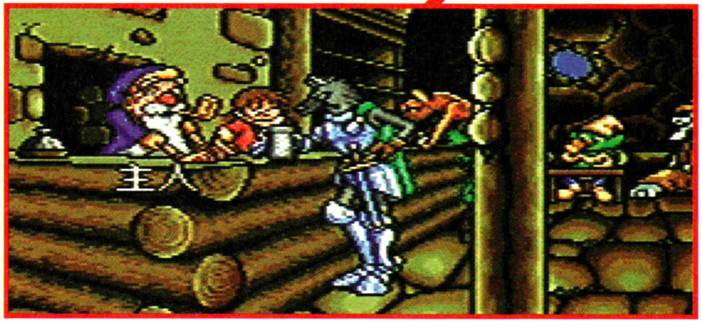
The princess can be found locked away deep in the bowls of this mammoth, gothic structure. With many levels to plunder, and hordes of deadly minions to face, your task seems hopeless.

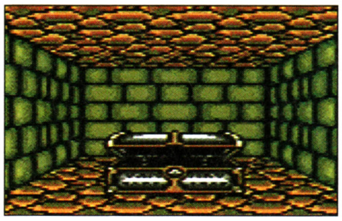




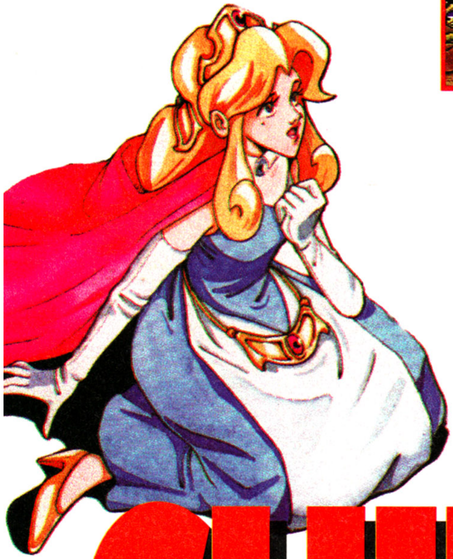


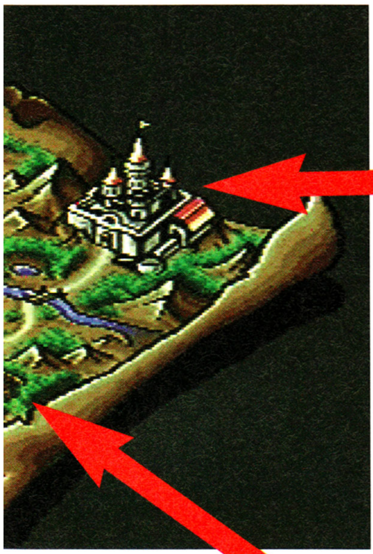
The weapons shop can equip you with a variety of murderous tools but only if you have the dosh. The swords available cost from 100 to 780 GPs. Unfortunately, you only

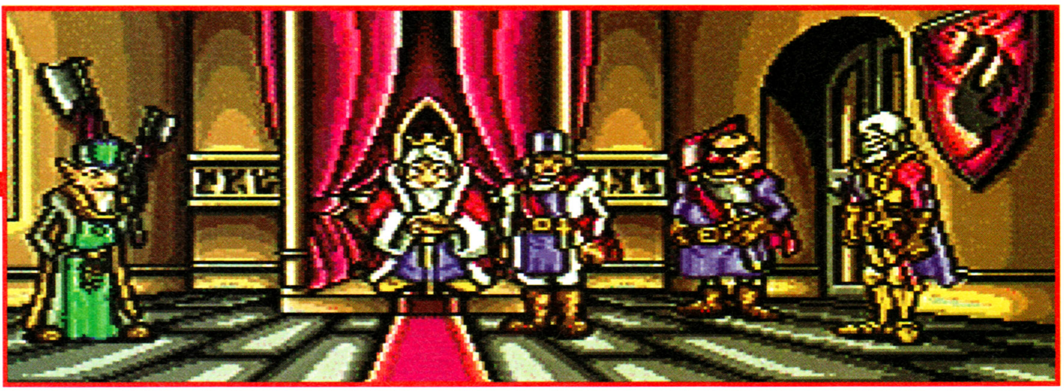




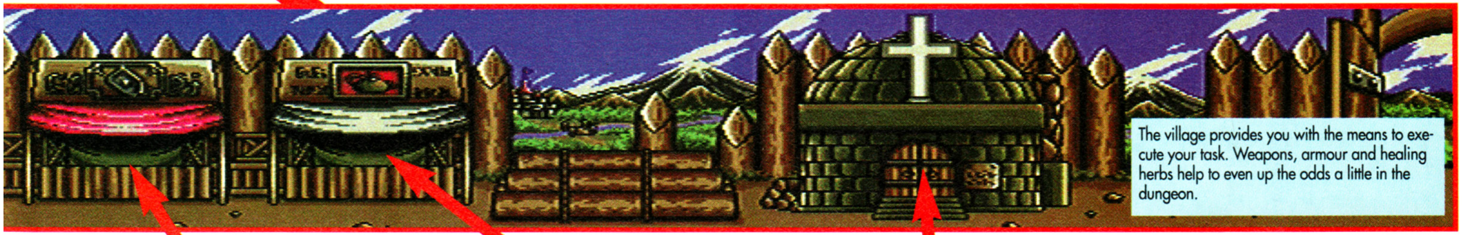
The tavern can be a huge source of useful information. You may even recruit a party here; four swords are better than one, as they say. The bell on the counter summons the wench for a room. Sleep gives you energy and may offer a fresh perspective on the next day's events. Incidentally, the closer you get to the tavern, the louder the music plays. It's small touches like this that make the game so good.



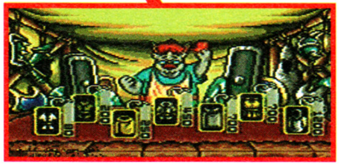




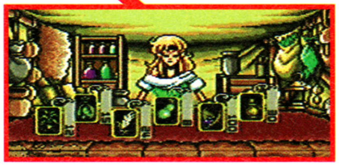
The palace is where the King and his courtiers brief you on the tragic story of the Darkness's reign of terror. Although you only get a measly 200 gold pieces from the King, there is a wealth of information to be gleaned from the others. And of course there's always his daughter – the voluptuous princess – to play (?) with.



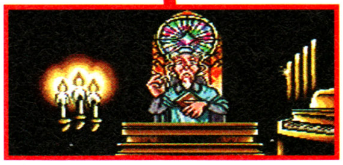
The village provides you with the means to execute your task. Weapons, armour and healing herbs help to even up the odds a little in the dungeon.



As Mike Ditka might say, a strong defence is as important as a strong offence. In the armour stall, you can clad yourself in protective layers of steel and leather. Remember, if an enemy gets a good one in, this could save your life.



Lying alone, bleeding in the dungeon? Losing strength fast due to poison? What you need is Revito-herb, the fast-acting painkiller to get you back on your feet and into the action. This young lady will be only too happy to fulfil your desire – that is, if you want to buy healing herbs.



The church is used for saving your game position. An essential part of this game is not having to go back to start when you fail. Give the padre a few kind words, say ten Hail Marys and he will let you continue at the last-saved position.

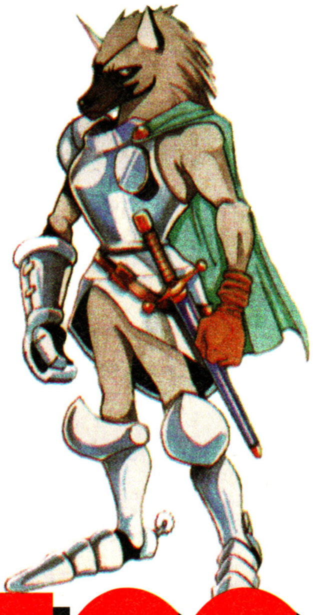
eye – I think she fancies me!

The most original and innovative addition to this genre, however, is definitely the icon system. I have never seen such a clever way of illustrating their purpose in all the RPGs I've played – and, believe me, I've played a few.

When you click on a symbol, the tiny picture animates, repeating a set routine. For example, the health icon shows you flexing your muscles. There is also entering a location, a gold bag emptying itself and, my favourite, the retreat icon showing you being chased by a monster. The whole idea makes *Shining* a humorous and pleasurable experience.

The endless passages and caverns are portrayed *Dungeon Master*-style in first person perspective. The graphics on the initial levels are somewhat bland and repetitive – but whoever saw an interesting dungeon wall, eh? The saviour of the dungeon is definitely the speed at which you can progress. At full tilt, the walls flash by as you twist and turn without slowing down, only pausing when you meet something.

Sprites on the different monsters you fight are, of course, excellent and gruesomely detailed. The Harpies were my favourite with their swinging tails and salivating jaws. Another interesting touch is the way you can splash through water, dripping on the floor. This may not sound Earth-shattering but when you're tramping through a maze of death-



HE DARKNESS

Sign up for knight school now.

PROFILE

SHINING... ● SEGA ● £TBA ● OUT NOV

CART SIZE 8Mbit
PLAYERS 1
STAGES n/a
SKILL LEVELS 1
FEATURES password

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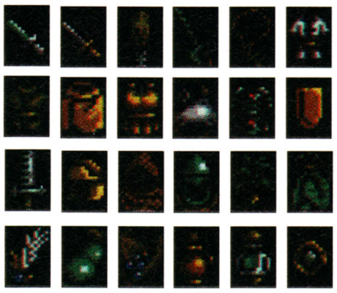


Here you can see the daunting array of icons that you will come across in *Shining in the Darkness*. Some of the more common include Fight – this initiates the combat process. Each monster can be attacked in turn or all at once depending on the danger; retreat – you have a good chance of escaping whatever monsters you come across; magic – the magical option depends on your ability to cast. The more experience you gain, the better you will become at using magic and the more spells you'll have at your service; inventory – in the heat of battle, a strong sword arm and swift reactions may not be enough. When a higher level being refuses to stay down then a magic item may be needed. This option can be used to root through your backpack for useful items.

PROTALK **RPG's and great graphics don't usually go together but *Shining in the Darkness* breaks the mould. Loads of playability and potential addictiveness will make this RPG a game to remember. In my opinion it's the best RPG to hit the Mega Drive.**

Name.......STEWART ACKLAND
From ....BRADFORD
Age.......................................17
Fav game.............M1 ABRAMS BATTLE TANK
Machine owned ...MEGA DRIVE

traps you appreciate the finer touches in realism.

My only gripe in *Shining*'s playability the fighting sequences. Too often I was frantically

clicking through masses of text describing who had hit what and how many points I had left. When all I wanted was to hack them to oblivion.

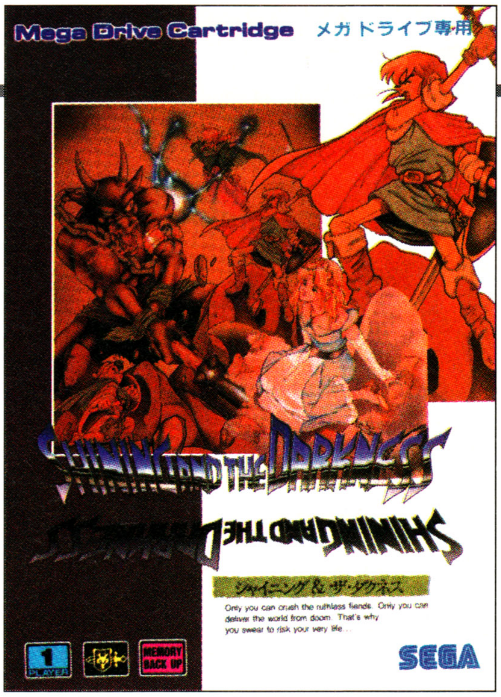
The run away option and the way it doesn't always work was a clever touch, and I especially liked the way the opponents were named and I could decide who to kill first. The latter option was very useful because the one who is most dangerous can be dispatched first, reducing hit point damage.

The sound is well done with a jolly tune emanating from the inn, a royal fanfare on the map, and an invigorating heroic anthem during dungeon exploration.

I would have preferred to hear more moans and snarls from the monsters during fights and even a sword slash wouldn't have gone amiss. But it was not to be. Also, after hearing the heartbeat effect on *Dungeon Master*, I would have liked something to similar effect.

Shining in the Darkness has set the level by which all future adventure games will be judged. And I have a feeling that with the arrival of the Mega-CD unit, this type of amazing RPG will become commonplace.

● **Damian Butt**


Mega Drive Cartridge
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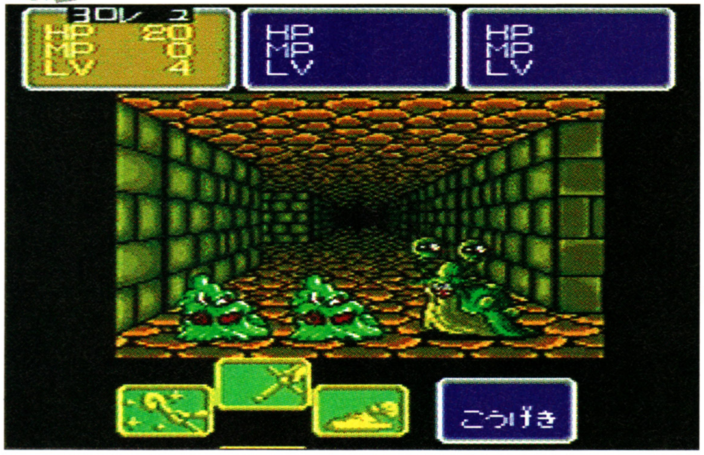
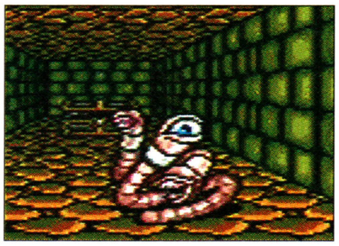
SHINING AND THE DARKNESS
シャイニング＆ザ・ダクネス
Only you can crush the ruthless fiends. Only you can deliver the world from doom. That's why you swear to risk your very life...
1 PLAYER
MEMORY BACK UP
SEGA

If you can't wait for the officially released version of *Shining in the Darkness*, you can get an overseas version from Kingbit Games, 9 Caledonian Road, Edinburgh EH11 2DA. Tel: (031) 3379610. The game is available in both Japan (as *Shining and the Darkness*) and America, but the former is programmed with Japanese text and unless you're proficient in the language you will have serious difficulty getting anywhere. You have been warned! On the other hand, if you like the original artwork, squiggly Japanese text and an even greater challenge...





The deeper dungeons. The water you occasionally find can be conjured up into a water elemental who will obey you. Combat! The green slimes (left) are easy prey presenting no real challenge to the hardened swordsman. They are also the most common enemy; after a hard day's march, they are the last glaring faces you want to see. Thankfully, though, they aren't too difficult to deal with.

PROTIP **The first three chests you find in the dungeon contain herbs and a sword. To use the herb to heal, click on knapsack, then the one showing you lifting out an item. Then select the herbs and, hey presto, full strength.**

GRAPHICS	▲ Some of the best screens ever. ▲ Animated characters are very detailed.	94
SOUND	▼ Disappointing in-fight sounds. ▲ Excellent tunes; especially around tavern.	85
GAMEPLAY	▲ Full of innovations and improvements. ▲ Never short of things to do or look at.	86
CHALLENGE	▲ More locations than *Dungeon Master*. ▲ Every game is different.	92

Shining is without doubt the best RPG to appear on the Mega Drive... so far

PROSCORE 93

The sword used by King Edward III required two ordinary men to lift it.

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MEGA DRIVE

TOEJA
A
EA

SEGA pro
YO!

It's your classic comedy team up, the skinny guy and the rotund. Laurel and Hardy, Abbot and Costello, ToeJam and Earl? You've heard of all three duos, but just who are TJ&E, and what are they doing in your Mega Drive?

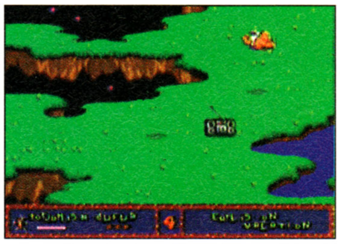
ToeJam is this skinny carrot-top, with fuzzy eyes on stalk. Earl is a bit puffed out in all directions, and wears high-tops and a keen pair of shorts that don't restrict. On the other hand, ToeJam is partial to sneakers and why not? He's got three legs after all. Yeah, you guessed it, they're aliens. And they're stranded on Earth.

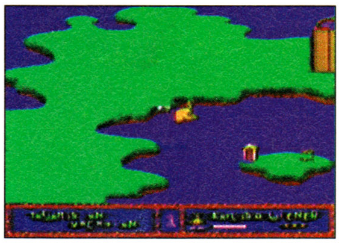
TJ&E were cruisin' along in their hip ship, the Righteous Rapmaster, when this heavy meteor shower hit their ass, and plummeted them downwards onto Earth. That's what happens when you let Earl drive!

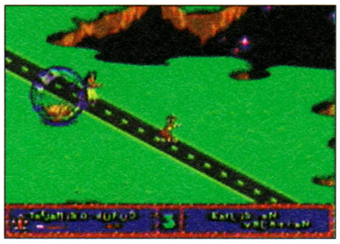
Now the guys are stranded on Earth – and aren't these Earthlings a weird race. They must try to find bits of their ship and escape the unwelcome advances of the manical Earth creatures.

These Earth people are really bizarre, you know? But some neat widgets are manufactured on this planet - rocket skates, spring shoes, tomato slingshots - and using them is not only a hoot, but helps in avoiding the machinations of the Earthly foes: fearsome nerds, obsessive mad dentists, and love-inducing Cupids for instance. They'd also better watch out for Santa sporting a rocket pack (knew the sucker had a system).

But there's always a bit of fun to be had, not to mention some fudge cake, fries or other high-cholesterol goodies to consume (even bacon 'n' eggs). This stuff not only gives strength (builds bodies in ten days!), but also ups your Coolness meter.







Scenes from Sega's latest smash game featuring those effervescent characters, ToeJam and Earl. Levels lie above each other and it's very easy to fall off one and end up on the level below. Generally, you land on a character wandering below.

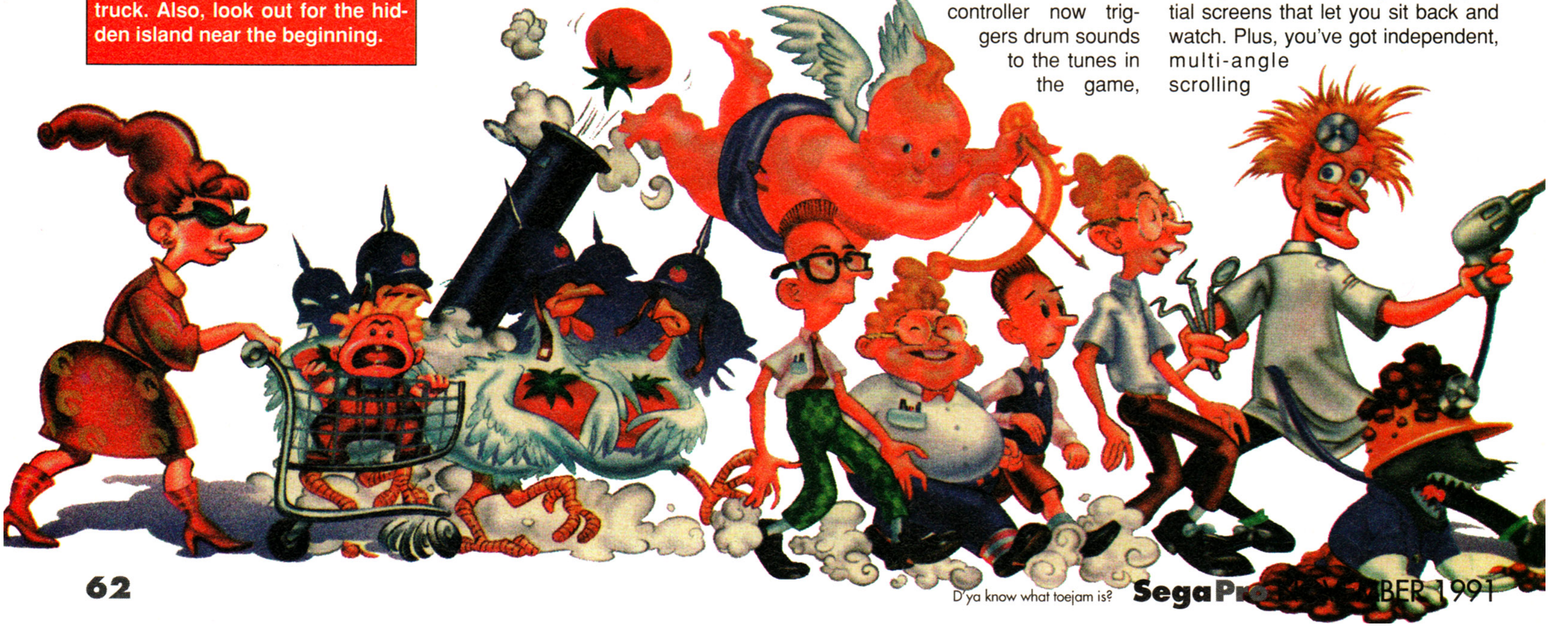
Just watch out for the mouldy bread and slimy fungus. And stay out of Earl's way when he's imbibed some rootbeer. Or at least upwind.

But it can get a bit boring mucking about all the time, trying to find those rocket parts.

Take time out for some jammin' and beatbox bopping. The exclusive Jam Out mode turns the Mega Drive into a boomer, complete with scratch-out sounds and voice samples. The controller now triggers drum sounds to the tunes in the game, while only the bass parts continue. Activate the mode and bop to a dance onscreen with the boys. Pick any tune and they'll dance along, in a window or multiple ones as you get hot. Music is loud, obnoxious and radical - just as they are. They ain't dufus.

Cutaways show you what's happening in a cinematic style using partial screens that let you sit back and watch. Plus, you've got independent, multi-angle scrolling

PROTIP Keep Earl moving so his pants don't fall down, making you a sitting duck for the mad dentist, rolling hamster or ice-cream truck. Also, look out for the hidden island near the beginning.



M
ND
RL

of the guys when you want to split them up to go it alone.

The various parts of Earth are represented as rolling plains. No cities or interiors to muck with, just lots of shrubbery, rocks and water – plus a few surprise areas, too, of course!

But, boy, is Earth filled with looneys! Fortunately, there's bucks to be found lying about, too. Comes in handy for buying stuff to eat, bribing the natives, and mucking about with.

And where would a game be without a scorecard? In this case, it's the Coolness meter which shows the status and points for TJ&E. Since they have to develop street smarts in order to survive, they arrive on the planet as Wieners. Time will tell if they can progress through Peanut and Poindexter onto something REALLY significant. Like Supreme Funk Lord. Hotcha!

Animation is colourful and silly. TJ&E speak with wordlines as they jostle and pummel each other (all in a spirit of fun) trying to get about this mud ball they call Earth.

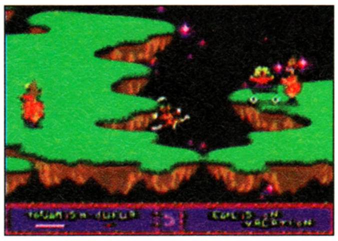
There's plenty of time for fun if an opportunity presents itself. Like sand-skiing on a desert isle, or jumping into a cool lake and popping up to the surface inside a yellow inflated rubber duckey.

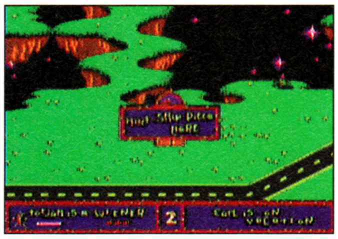
With more than 20 levels, each having to be fully navigated before moving on, the game is fast-paced, decidedly silly fun. Playable by one person or two, TJ&E are entertaining animations, slapping high-fives to each other and rolling their eyes as they amble about.

And remember, it ain't over till the Fat Lady sings. In this case she'll do it for $3, and clear away all the Earthlings onscreen. Just don't stand too close to her when she does because she's loud, man.

● **Marshal M Rosenthal**

Cartoon-style graphics, animation and humour will keep you coming back for more. It's gnarly, dudes!





PROTIP Use the super high-tops to zip past the hula girls. If they catch hold of you, they'll drain your strength with their dancing.

Don't ever, ever, ever bring up a storm cloud if you can help it. These suckers hover over your head and zap you with lightning at their whim. You can get rid of them, but we ain't telling how. No way, no day.

JAMMIN' WITH SEGA

Greg Johnson (left) and Mark Voorsanger: Jammin'!

Sega wanted to keep the programmers of *ToeJam & Earl* away from the press, but SegaPro was there, sneaking in the backdoor of Sega's US office in the search of truth, justice and the American way...

Both Greg Johnson and Mark Voorsanger have been gaming pros since the year dot: "I had just finished up doing Starflight for EA," whispers Greg, looking around anxiously for any Sega "suits". "I needed a fun, new challenge – something less serious. A mutual friend introduced me to Mark, we got to talking, and the result has been a year of collaboration, culminating in *ToeJam & Earl*". A game that's about as unserious as you can get.

Mark chips in: "We both like rap music and dancing and wanted to make a game that was fun and hip. Doing this real stuff gives you serious brain fatigue." Greg continues: "The 1Mb cart let's us do some fun stuff with sound and voice effects. Then there's also having Earl's pants fall down if the elastic gets loose, and dropping off the edge of a level plops you down to the previous one - and almost always right on top of the other guy if he's still there!"

But how about some dirt? Something Sega won't want us to know about? Greg blabs out that there is a secret level, level zero, to be found near the beginning of the game. It's a special hidden island filled with presents and goodies. "Plus Otis and his lemonade stand, some Hawaiian girls, a hot tub – important stuff like that."

The pair start to look fidgety. They've noticed a suit. "Anyway, must go!" They disappear down the corridor, and all that can be heard is the squeak of their Nikes on the hospital clean floors of Sega HQ.

"Er, boys, do you want this TJ&E2 cart back?" Oh well, never mind...

GRAPHICS 92
- ▲ Big earthy areas to "dig".
- ▲ Mega detailed animation sequences.

SOUND 95
- ▲ Bitchin' beatbox option.
- ▲ If you ain't movin', you ain't groovin'.

GAMEPLAY 92
- ▲ A completely fresh approach to gaming.
- ▲ Jammin'.

CHALLENGE 92
- ▲ Big, big, big.
- ▲ Plenty of diverse problems.

A most triumphant excursion of cerebral excellence. Dig?

PROSCORE 93

PROFILE

TOEJAM & EARL ● SEGA ● £34.99 ● OUT NOV

CART SIZE	8Mbit
PLAYERS	2
STAGES	25
SKILL LEVELS	3
FEATURES	teamplay

SUPPLIER
Sega Europe
14 Portland Road
London
W11 4LA
✆ (071) 7278070

It's that gooey black stuff that accumulates between your toes (gross!).

AVAILABLE IN
USA

GAME GEAR

PAC MAN

Scientific opinion is divided on the matter of what came first: the wheel, fire or the original *Pac-Man* table-top pub game? Either way, Pac, like the Lego ship that protected us from the invaders from space, has become a part of video gaming history.

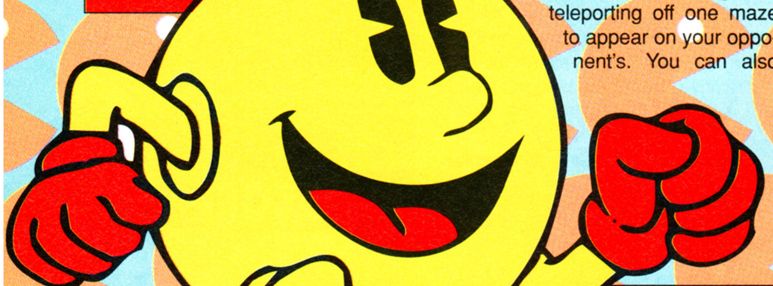
You control a little man with a fliptop head eating all the pills in a maze. In hot pursuit of the little yellow guy are ghosts of various colours who would very much like to chomp Pac-Man into oblivion.

Pac is helped by various fruit that his girlfriend occasionally leaves for him, as well as power pills dropped off by his cousin. These pills turn the ghosts into tasty morsels which can be devoured for extra points.

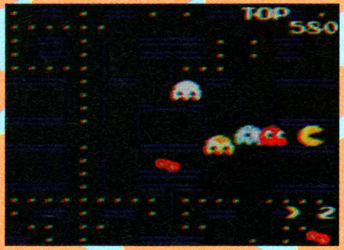
With limitless levels, points mean prizes, so get out there and bathe in nostalgia with one of the greatest games of all time.

PROTIP At the very start of the game all the ghosts go up the screen, so clear the bottom of the screen first.

Eating several ghosts at a time increases the bounty for each one. Wait till all the ghosts begin to congregate before you devour the pill.



The title screen is disappointingly brief and unspectacular. With such gameplay simplicity, in concept and graphics, I would have expected a polished front-end and a dazzling array of options. But sadly not.



Aargh! Run for it. Pac is pursued by four ghosts but makes a run for it off the screen to the right. The cherries at the bottom give points.

There is the normal one-player game, plus a new two-player simultaneous game played via the link up. Potentially, this expands playability no end with clever touches such as ghosts teleporting off one maze to appear on your opponent's. You can also whether to play the game in close-up, or settle for the conventional panoramic view.

The graphics in the game are a carbon copy of the old pub machine with dark blue maze walls and rainbow ghosts all faithfully presented. It's just a pity the mazes weren't revamped for the new game.

Sound is so important in this style of game and all the tunes are again resurrected to liven up the gameplay. The now famous jingles evoking memories of intense table-play marathons in the back room of a seedy pub many years ago.

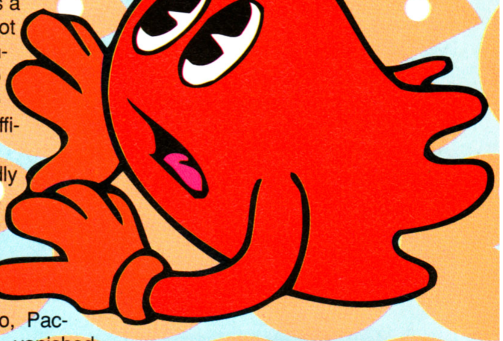
The only faults in Pac-Man's appeal are the repetitiveness of levels and the lack of a sense of true reward. With Pac-Man, points are everything and without even a high score table , progression is a shallow affair that may not be enough for trophy-hungry players. I would also have enjoyed some continues to combat the difficulty.

Nostalgia is undoubtedly what maintains this game's credibility in the competitive modern day market. If no-one could relate to it with such fondness as many still do, Pac-Man would surely have vanished long ago. Thankfully this is not the case. Long live Pac-Man!

● Damian Butt

PAC-MAN
SEGA
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM
OFFICIAL SEGA SEAL OF QUALITY

Pac-Man is currently only available in America. At present, there are no plans to bring it over here officially. You can get the American import from Console Concepts, 233b Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759.



PROFIL

PAC-MAN ● NAMCO ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	2
STAGES	endless
SKILL LEVELS	1
FEATURES	link-up

SUPPLIER
Console Concepts
223b Waterloo Road
Cobridge
Stoke-on-Trent
Staffordshire ST6 2HS
✆ (0782) 712759

GRAPHICS ▲ Faithfully recreated in old arcade style. ▲ Chases and ghosts evoke the old charm.	75
SOUND ▼ You'll hum the annoying jingles for weeks. ▲ All tunes are present to add to the effect.	70
GAMEPLAY ▼ Hard to control and sluggish at first. ▲ Still as addictive as it ever was.	80
CHALLENGE ▼ Similar levels get tedious after a while. ▲ Limitless levels mean you won't stop.	83
Okay, so this ain't exactly new, but for pure nostalgia it wins hands down. **PROSCORE**	79

Pac-Man first came out in 1980.

AVAILABLE IN JAPAN

GALAXY FORCE II

MEGA DRIVE

A huge enemy force has invaded the five passive worlds of the alliance. At last report, the force had split to destroy the colonies on each planet and establish a forward base to plan the eventual fall of the whole star system.

Each invasion force was uniquely equipped to tackle the terrain and take advantage of the natural camouflage. The battles were over quickly, and there was no further word from the outposts.

Piloting the latest development prototype, you must take on the might of the enemy's armada and one by one destroy their control centres. Hopefully this will scatter their defences and make resistance less daunting. But then again, it could just antagonise them and make life a whole lot worse.

The first thing that hits you full in the face are the attractive and colourful graphics on the title screen and the planet selection option.

Mega Drive Cartridge
メガドライブ専用
ギャラクシーフォースII
GALAXY FORCE II
CRI CSK総合研究所

The options are comprehensive with music and sound tests, difficulty levels and control pad variations. The whole front end of *GFII* prepares you for a game that promises to be action-packed and gloriously portrayed.

Unfortunately, it's not.

That's not to say that the graphics are not excellent, they are. In places, the game is breathtaking with superb backdrops of pastel-shaded worlds and a large variety of enemy war machines. Each zone is introduced with a different transporter ferrying you to the drop off, which is a clever and appealing change from the usual. But to find the game's Achilles' heal, you only have to play it.

There is virtually no technique at all. The game is ridiculously easy with each enemy within range automatically targeted and dispatched with one quick burst of fire. Dodging and destroying huge numbers of alien craft is soon tiresome. The simple repetition of planet surface, enemy fortress and control centre becomes predictable and almost a chore. The difficulty level even on hard is unchallenging, making most levels a walk.

Galaxy Force II is embarrassingly simple and presents no real test to a hardened gamesplayer. With the likes of *ThunderForce III* around, this sad effort pails into insignificance. Stay clear of *Galaxy Force II*.

● **Damian Butt**

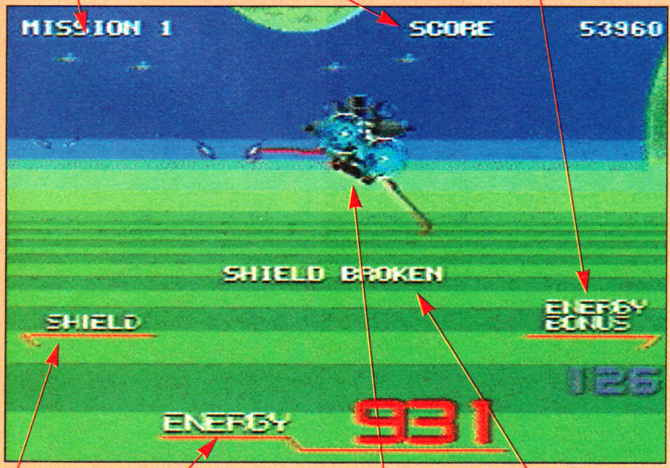
SCART ONLY!

Japanese versions of *Galaxy Force II* will not work on UK Mega Drives. The game has been programmed to run on 60Hz machines, which means that only Japanese Scart machine owners will have the dubious pleasure of *GFII*'s company.

The current mission you are flying, commander.

The score is calculated from progress, number of ships destroyed and energy remaining.

An energy bonus is given on completion of each stage.



The shield will protect you from most hits. If depleted, it will zap energy directly from your main energy banks.

Your energy acts as fuel and a backup shield. Try not to crash into walls or ships and it should last you the level. Energy gets replenished at the beginning of each stage.

Occasionally a supply shuttle makes it through the barrage to assist you. This one will give you extra shot power.

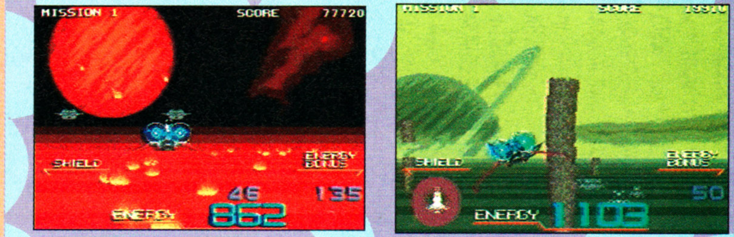
Your Heads Up Display (HUD) can save your life. It updates you with ship information and current status.

PROFILE

GALAXY FORCE II ● CRI ● £36 ● IMPORT

CART SIZE	4Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	3
FEATURES	n/a

SUPPLIER
Console Concepts
223b Waterloo Road
Cobridge
Stoke-on-Trent
Staffordshire ST6 2HS
✆ (0782) 712759



The variety of drop-off craft in *Galaxy Force II* is impressive and highly original. The graphics too are diverse, fast-moving and often highly detailed. Shame about the gameplay.

GRAPHICS ▼ Disappointingly simple guardians. ▲ Excellent detail on backdrops and planets.	82
SOUND ▲ A good range of tunes and effects. ▲ Some recognisable speech at last.	70
GAMEPLAY ▼ Auto targeting dilutes action. ▼ Repetitive missions soon lose their sting.	32
CHALLENGE ▼ Not enough levels to satisfy. ▼ Easy to complete and throw away.	36

If you're looking for action and intensity...
...look elsewhere.

PROSCORE 47

Planet Earth is 30,000 light years from the centre of the galaxy.

AVAILABLE IN
JAPAN

FANTASY ZONE

Hold on tight, folks, your Game Gear has just entered the Fantasy Zone. Thousands of pan-dimensional aliens have infiltrated the zone and plan to mine it for resources. Only you can stop the invading masses in your small plasma fighter. Unluckily for you, the ship only comes equipped with low energy lasers and a single-shot bomb. Still, you've faced these kinds of odds before, so what's new about this one?

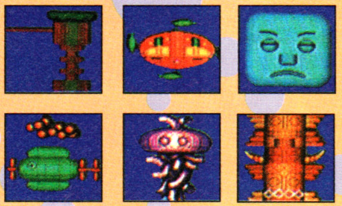
To throw you off course, the aliens have slipped a Mickey Finn your way to play with your senses. Now all you can see are putrid pinks, gaudy greens and yucky yellows – argh, you're in hippy heaven! And you're all out of lentils, green tea, smelly socks and Flloyd albums.

Get your shades on, grow your hair and enter the strange and terrifying world of Fantasy Zone.

Weird is the only word that aptly describes *Fantasy Zone.* Weird just about says it all: strange, bizarre and eerie. The original Master System version – which came out some five years ago! – shocked the senses with its vivid colours and lightning fast gameplay, but the Game Gear version seems to have lost something in translation.

The game starts with a very promising title screen which waves from side to side when you start up. And without any options to adjust game parameters, you're straight into the game.

PROFILE	FANTASY ZONE ● SANRITSU ● £24 ● IMPORT		
CART SIZE	2Mbit	SUPPLIER	
PLAYERS	1	Console Concepts 223b Waterloo Road Cobridge Stoke-on-Trent Staffordshire ST6 2HS ✆ (0782) 712759	
STAGES	7		
SKILL LEVELS	1		
FEATURES	n/a		



At the end of each of the seven levels, you'll encounter a large – but usually cute – mechanical monstrosity who will try to clip your ship's wings. Above are pictured the first six, but we'll leave the seventh guy as a surprise. Sadly, all the guardians are very simply drawn and present little challenge.

Sound consists of a dreamy tune playing on the title screen and a cheerful march accompanying play. Laser and bomb effects are not as impressive though.

Just one look at the game will give you some idea of the visual delight of all the levels. Each one has its own particularly twisted style, combining the most disgusting colours with strange shapes in the background. This type of graphical sadism has gained quite a cult following over the years; there was even a hidden *Fantasy Zone* screen on the Mega Drive version of *Arnold Palmer Golf.* Even the gold, which drops from waves of freaky aliens when you disintegrate them, is intentionally hard to see because of the crazy backdrops.

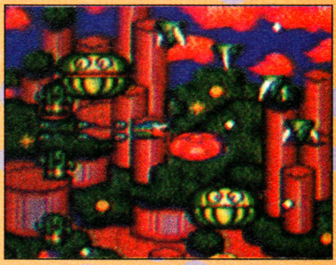
PROTIP The larger creatures can be destroyed with either three bombs or a volley of laser bolts. They release money, but be warned it disappears quickly if left to bounce.
Also, don't leave it too late to enter the shop. It doesn't wait for ever, and it will be a long time before it reappears. The only decent weapons are back shot and five-way shot.

How many games can you mention that use the colour to increase difficulty?

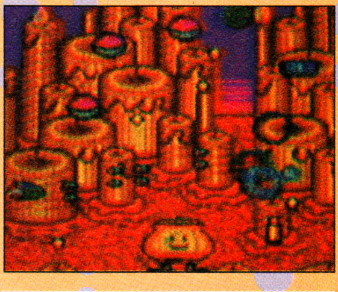
All this is let down by appalling gameplay. The control is very sluggish, and often has you going in completely the wrong direction. This problem is multiplied by the terrible four-way of the Game Gear, which doesn't do any favours for gamesplayers. And then there's the collision detection, which is a complete joke.

The playability severely flaws this version and will disappoint anyone looking forward to playing a portable version of their fave Master System game.

● **Damian Butt**



Whoever said the Game Gear couldn't display many colours onscreen? *Fantasy Zone* must use every single colour there is – and few more, too. Just look at those dreamy backgrounds, whatever was the programmer on?



FANTASY ZONE
Gear
ゲームギア
専用ソフト
GAME GEAR
1 PLAYER
SANRITSU

The first version of the infamous Fantasy Zone came out in 1986 from Sega on the Master System. Since then, it has also appeared in fine form on the PC Engine.

GRAPHICS 71
▼ The simplistic guardians are beyond a joke.
▲ Totally original and over-the-top backgrounds.

SOUND 75
▼ In-game tune soon irritates.
▲ Original, wacky tune welcomes you to play.

GAMEPLAY 58
▼ Collision detection is totally off.
▼ Sluggish control is hard to get used to.

CHALLENGE 79
▼ Very frustrating to begin with.
▲ Provides a good, long-term challenge.

The simple delights of the original version were okay in 1986, but we're in the Nineties now...

PROSCORE 65

On average people fantasise about situations at least three times a day.

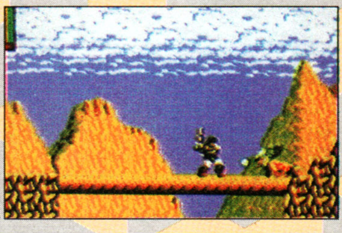
AVAILABLE IN
JAPAN

RASTAN SAGA

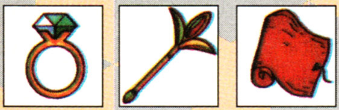
GAME GEAR

The time for talking is over. Compromise is no longer an option. They've pushed you too far this time, and now they're going to pay for it. The thugs, dweebs, nasal brains and ball-scratchers are running riot in the world of Semia, crushing all folk that stand in their way. While on the rampage, they happened to bump into the virgin princess of the kingdom, and with an enormous reputation for evil deeds, the geeks have kidnapped her and thrown her in the castle dungeons.

Luckily for the princess, you've always had a bit of a thing for her, so you wrap on your loin cloth, grab the nearest sword and set off on a treacherous journey to the kingdom's castle. But the path you must take is not a simple one. Along the trail are untold horrors which the wastoids have dispatched to hinder you. Ready to slash?

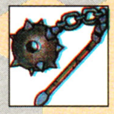


Whooah, don't fall, it's a long way down. Our agile barbarian finds tackling trecherous logs over bottomless caverns all in a day's work.



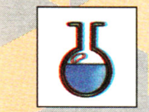
These items improve Rastan's fighting skills and provide points bonuses. The ring is the least effective followed by the staff and finally the cloak. The effects only last a short while, so pick up everything.

The axe, brainbiter, is fast and deadly. One swipe kills all.



The mace is less powerful but affords a longer reach.

Excaliber lets you burn enemies at a distance. Nice!



A heath potion replenishes Rastan's flagging energy.

The fuller the bottle, the more good it does Rastan.

Beware of poison, it can take what little life you have left.

Shield, cloak and armour will protect Rastan. For a limited time our hero will be impervious to hostile blades and venom. Particularly useful against the level guardians.

RASTAN SAGA
ゲームギア
専用ソフト
GAME GEAR
TAITO

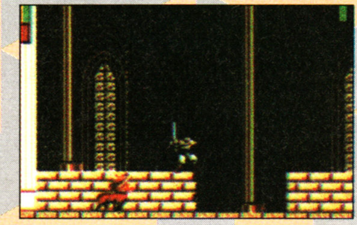
No flash intro, no options, just one massive mythical romp through 18 levels of medieval mayhem. The game's façade is a particularly deceptive one as it hides what is possibly the best arcade adventure on the Game Gear so far.

PROTIP **To break the floor rocks, jump high, push down and press fire.**

To kill the lion on level one, stand above it and keep thrusting downwards as it passes. The flaming sword is by far the best weapon followed by the axe. Jumping whilst pressing up and fire increases your reach.

Watch the demo for clues on where to go and what to pick up.

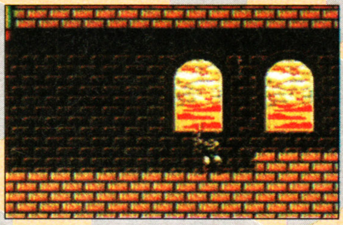
Your game starts in impressive fashion, with the sword-wielding hero dropping from the skies into the action. Behind him runs an impressive range of backgrounds, from snow and ice to fire and brimstone, each with atmospheric hazards such as icicles, rivers of flames and snakes.



A huge snarling lion lunges at your flesh intent on dismembering you. The level one guardian is easy to defeat once a system has been established.

The sprites make the most of the Gear's colour capacity with attractive montages forming the backgrounds. The main character sprite is also incredibly facile and smooth. Sound is superb, with some of the best tunes and effects I've ever heard on the GG. The level tunes are quest-like with high and low points reflecting where you are. For example, fanfares accompany you in the wilderness but down in the ice caves the music is eerie.

Speed is very important in *Rastan Saga* and it is surprising the difference in completion time of rounds. The first section can be finished in less than 30 seconds, while the sixth is a much longer, arduous task. This is an essential quality because after getting so far, you want to get back to the higher levels as quickly as possible. Luckily, the seven continues start you at the beginning of your present round.



Pausing for thought by an open archway, Rastan contemplates the horrors ahead in this bleak castle on level two.

Rastan Saga should keep the average gamesplayer entertained and compelled for quite some time. With 18 rounds of great graphics, impressive sound and a difficulty setting that's spot on, it's just a shame Sega haven't picked this up for an official release.

● **Damian Butt**

PROFILE

RASTAN SAGA ● TAITO ● £24 ● IMPORT

CART SIZE	2Mbit
PLAYERS	1
STAGES	18
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Console Concepts
223b Waterloo Road
Cobridge
Stoke-on-Trent
Staffordshire ST6 2HS
✆ (0782) 712759

GRAPHICS 88
▼ Some small sprites are hard to distinguish.
▲ Very smooth scrolling at a fast rate.

SOUND 90
▲ Large range of excellent effects.
▲ The atmospheric tunes are a delight to hear.

GAMEPLAY 85
▲ Exciting and frantic action throughout.
▲ The many moves are easily executed.

CHALLENGE 81
▼ Guardians are a little weak and feeble.
▲ Enough locations to test the hardest barbarian.

It's heartening to see an old nut like *Rastan Saga* giving a breath of fresh air to the GG.

PROSCORE 86

Ras Tafari was the former emperor of Ethiopia.

pro TIPS

Yo! Get stuck in to the most exclusive, fact-packed, shrink-wrapped, bit-mapped (?) collection of tricks, tactics, playing guides and underhand dodges for all Sega consoles. You'll find over 30 games – crammed into an astonishing eight pages – bruised, busted and beaten for the Mega Drive, Master System and Game Gear!

On certain pages you'll find a strip of tips down the right side containing short busters for one specific console. These tricks will generally provide you with infinite lives, unlimited energy, level skips and so on. Scattered throughout the eight pages are major solutions for the biggest games around. Solutions will get you from beginning to the end of a game or help you past those tricky sections.

You'll always find the best cheats to the biggest games in SEGAPRO first. No messin'!

CALLING ALL THE PROS!

So you've completed a game, mapped all the levels or simply found an underhand method of winning – whatever tricks and tips you might have discovered for any Sega games new or old, we want to hear about them. No matter how small and seemingly insignificant your game-busting ploys, a cart of your choice will be sent to you if your tips are printed. So go ahead, do yourself a favour and share your secrets with the rest of the Pros. The address to write to is SEGAPRO, 7 Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Alternatively phone us on 0225 765086. Do it today – and don't forget to state which cart you would like to receive should your tips be printed! The best tip, solution, map or hack published each month wins the author £100 of software. So come on, join the Pros – it makes sense!

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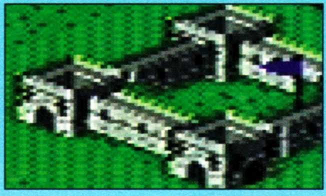


● Place the Good papal magnet in the Good leader's house to make a strong leader. Then place the shield on the leader (you will know if it's him because he will be attacked). Always be on the lookout for walkers to settle. Get them in a dwelling as soon as possible, then build on it.

● Choose your tactics. Depending on the world type, you must formulate a plan accordingly. The conditions the colonists face has a great effect on their ability to move and build settlements. For example, snow means they get lost and suffer frostbite, in lava worlds your men will tire quickly. In these worlds you should settle quickly or face extermination.

● You can never raise or lower land, either for destruction or creation, unless your settlements or men are on the screen. This may seem a pain, but you must at all costs avoid turfing out your men just to alter the terrain; they must then find a town or a flat piece of land to colonise and this makes them easy prey.

● A knight will do most of the leg work for you. After you have created one, sit back for a while and watch as he walks around disposing of any of the enemy men or settlements he comes across. When you get bored with watching one, create another, and then another. In theory you can have an army of knights sweeping the land, destroying everything evil in their path.

● Creating walkers means more settlements. You must create them especially if your current site is over-

● Balance is important in *Populous*. See what capabilities your enemy has. If he can flood then it may well be a good idea to build on higher ground. On the other hand, higher settlements mean less manna and so your journey through technology could be hampered.

There are other such decisions like creating many castles with strong walkers to become warriors or having scattered, nomadic people who are less susceptible to knights. Making the right choices early on decides your fate so adopt a solid strategy from the start.

● When your population exceeds that of the enemy by a substantial amount and your manna allows you, select the skull and crossbones. This is the Armageddon icon and it will cause all your settlements to merge and go to attack the enemy. The one with the most advanced men wins.

POP

In *Master of Monsters* on the Mega Drive...

WORLD GUIDE

CODE	BATTLE	EVIL	RATING	SWAMPS	WATER
Bindeowd	470	Very fast	Very good	Shallow	Fatal
Saddilow	471				
Qazqazhole	473				
Veryiend	474				
Minceme	475	Very fast	Average	Shallow	Fatal
Hamasold	476				
Futsodboy	477				
Suzycow	478				
Douoxick	479				
Shieahole	480	Very fast	Very good	Shallow	Harmful
Hurtdielas	481				
Josqueal	482				
Timuold	483				
Caldeboy	484				
Scodidor	485	Very fast	Very good	Bottomless	Harmful
Swakoppal	486				
Killingpert	487				
Nimsodjob	491	Very fast	Average	Shallow	Harmful
Bilydor	492				
Ringapal	493				
Weavuspert	494				

crowded. Just go to the city and raise/lower the land near to a castle or similar structure. The building should then diminish in size and a walker will depart for pastures new.

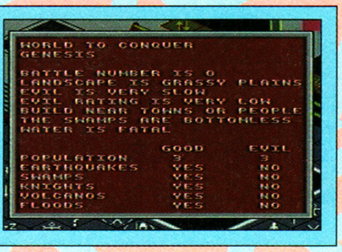
Be warned, if do this in lava or ice worlds, make sure there is a new site nearby or he will perish quickly.

- Once you have a good, strong base, you can begin increasing your strength. Do not bump out the leader once he is established in a castle. When you have enough manna for a disaster, locate Evil's most populated area and zap it with a catastrophe – not nice! Try to concentrate the catastrophe on the Evil leader because it is more effective. If the enemy have no leader they will be easy targets

A LEVEL TOO FAR

Level	Code
100	CALEOLD
199	KILLMEHILL
1999	ALPDEEND
2999	SADENG
3999	SUZLOPDON
4999	KILLOGOAL

- Study the world description and game parameters at the very beginning. Take special note of the swamps and water settings. You also need to bear in mind Evil's speed and rating. This information dictates whether you can take your time or kick into high gear right from the start.



```
WORLD TO CONQUER
GENESIS

BATTLE NUMBER IS 0
LANDSCAPE IS GRASSY PLAINS
EVIL IS VERY SLOW
EVIL RATING IS VERY LOW
BUILD NEAR TOWNS OR PEOPLE
THE SWAMPS ARE BOTTOMLESS
WATER IS FATAL

                 GOOD     EVIL
POPULATION        3        3
EARTHQUAKES       YES      NO
SWAMPS            YES      NO
KNIGHTS           YES      NO
VOLCANOS          YES      NO
FLOODS            YES      NO
```

ULOUS

MASTER SYSTEM

CASINO GAMES

Enter the code 8314853112 to gain loads of money. Your name must be Mr Sega for this code to work. Play Charley at poker and keep the stakes high. Win one game to take you over the million mark. Also, go to the poker table and fold immediately. Do this ten times in succession and a small alligator-like creature will scurry across the screen while the background scrolls spectacularly – weird, huh?

GAIN GROUND

Hold buttons 1, 2 and joypad UP while turning on the machine. If you keep this combination pressed, you will eventually get to a hidden options screen which lets you select the start level and stage. You automatically get ten team members.

GHOST HOUSE

Keep jumping onto arrows fired at you and after a while you'll turn golden and become invincible for a short period.

GOLFAMANIA

You can repeat a shot by pressing RESET while the ball is in the air, selecting the same type of game you were previously playing (stroke or tournament) and finally selecting continue. This is most useful if you foul up a shot.

GOLDEN AXE

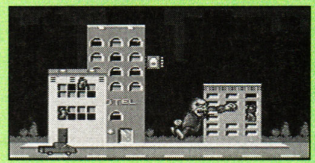
On losing all your continues, a further continue is awarded if you press the joypad diagonal UP and LEFT and either button 1 or 2 simultaneously. The tactic only works once.

POSEIDON WARS 3-D

Push DOWN four times, RIGHT three times, UP twice and LEFT once to continue the game from where you left off.

RAMPAGE

For infinite lives, wiggle the directional pad around clockwise and press button 1 and 2 simultaneously. Also, when the 'Game Over' message appears, press both buttons and you'll start at the beginning of the level you just completed.



RASTAN SAGA

Reset the console and press buttons 1, 2 and the DOWN and LEFT diagonal. The *Rastan* logo will turn blue rather than orange to indicate you have infinite continues.

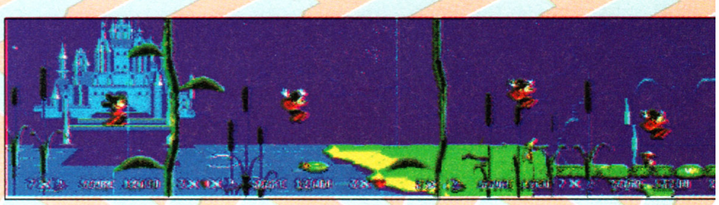
...hold down A, B and C and press START for a sound test screen.

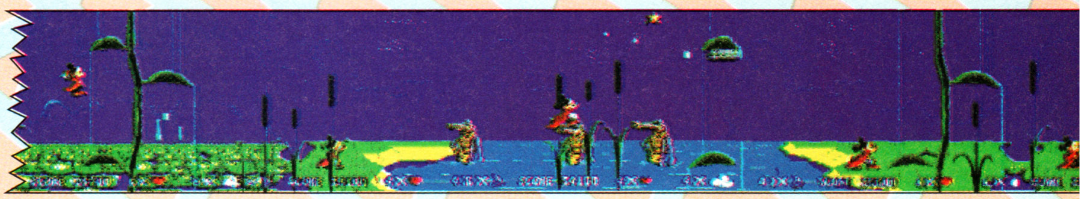
FANTAS

MEGA DRIVE

Don't be deceived by the game's stunning graphics and sensational sound tracks. *Fantasia* is tough – so tough we had to call out the Pros. After toiling night and day for seven man years... well, seven and a half minutes actually, consuming large quantities of Usher's finest (?) and Froggies greasiest, the Pros have done it. Here, at last, is your essential, fact-packed, fuel-injected, nitro-boosted, acid-rained (?) guide to getting through the first few levels of this monster cartoon caper. To be this good takes ages. To be this good takes SegaPro!

LEVEL 1-1





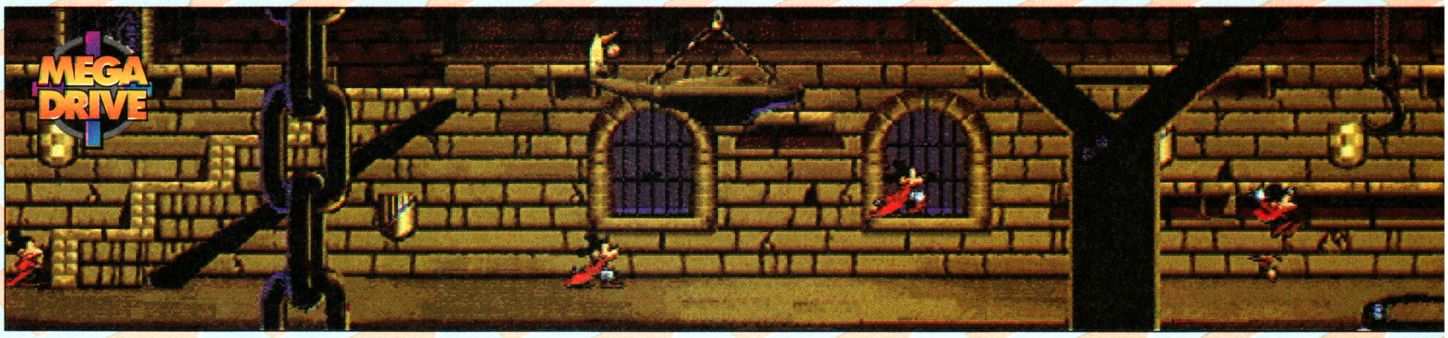
Drop down and jump on the two mushrooms by the stairs. Look out for and pick up the spellbook that flies across. Walk along till you see the first broomstick. As soon as it appears onscreen, run back to the bottom of the stairs. When it approaches, jump on it and collect the many bonus items that will then appear on the stairs. Now continue right making sure that you use the bottom bounce on any mushrooms or other nasties that approach. Move along the top of the level as his is generally the easiest route, although you may miss some bonuses.

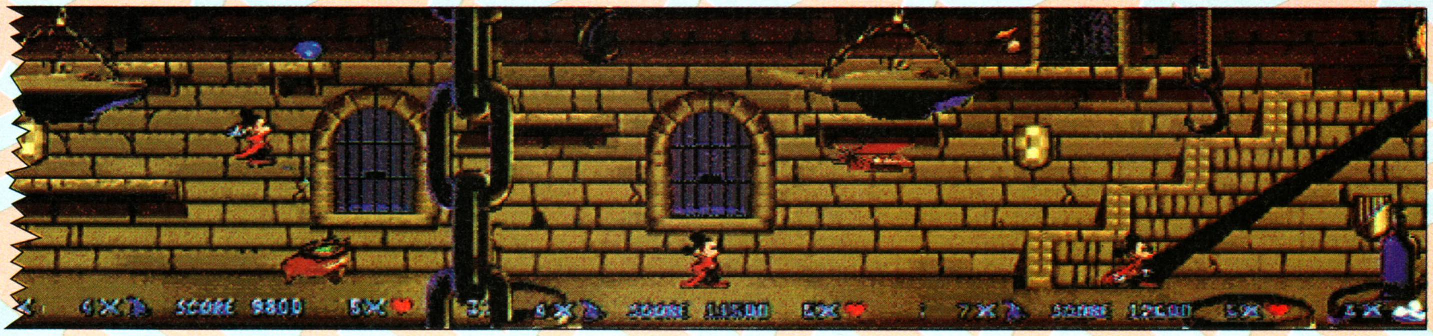
Towards the end of the stage, you will see a floating star. Follow it, staying above it, and you will see a gap where you can safely drop down and get it. Do not to use any magic on this level as you will need it later. The exit door is at the top right of the level. Watch out for broomsticks if you go via the stairs.

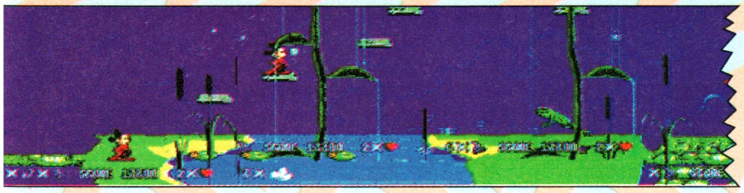
LEVEL 1-2

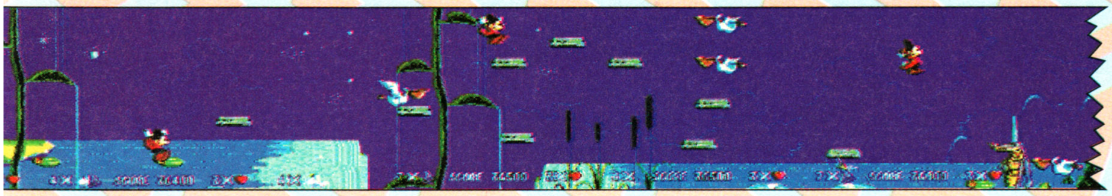
Now you have left your master's workroom, the work starts for real. Walk straight off the castle platform and you will land safely on a ripple. Watch the floating leaf and learn the pattern, then jump and pray – because the likelihood of you landing on it every time is pretty slim. Don't hang about on the leaf, jump over onto dry land.

Jump on the first three mushrooms, but use the bounce from the







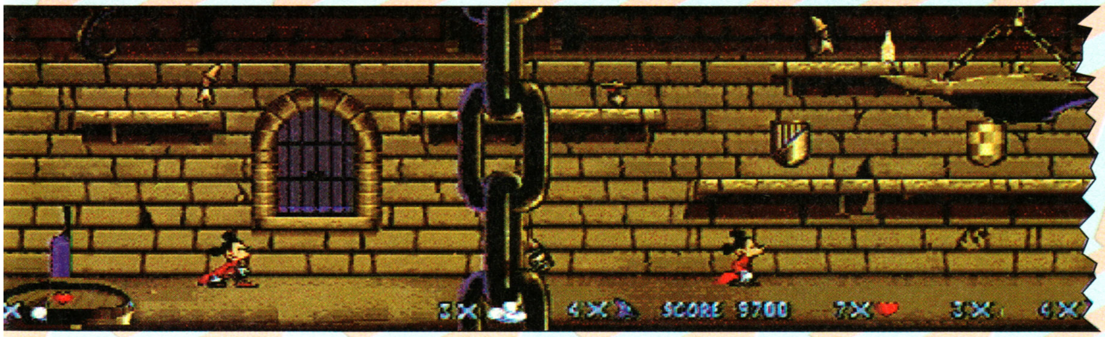


third to sail high into the air to get the bird. After killing it, you should be able to land on the fourth mushroom.

Continue right and you will come across the first in a series of platforms. Get onto the vertical platform, jump over to the next moving platform and jump off onto the adjacent platform. Jump over once more to collect a note that is partially hidden. You will also get some more heart points, as well as 20,000 score points. When you jump off this platform, make sure you land on the last frog.

Run to the edge of the lake. Jump from about an inch from the edge to land on the croc's mouth. Don't make any movements, let them throw you about. If you are positioned right, you will land on the last croc and he will throw you straight on the moving platform. Jump back to get the extra heart points and the croc will once again throw you onto the platform. Now jump over onto dry land.

Avoid or kill the frog and jump onto the leaves. Make sure you get the spellbook as it flies overhead. Jump onto the platform. When the moving platform is travelling towards the right of the screen, jump over. Hold down on the joypad as you jump off and you will bounce on the mushroom and land safely on the next platform. Now continue jumping onto the next platforms, but beware as the ones that are lined in vertical rows of three will collapse.



Jump off the last platform and you will land straight in the middle of the next moving platform. From here you have two options: you can either stay still and let yourself be taken to the fairy guarding the water level (see Water Level tips), or jump off and continue on. Keep jumping over till you land on the dry land with the treasure chest. Do not touch the treasure chest because it will just warp you backwards. Collect the spellbook and jump over onto land. Kill the two mushrooms and the frog to collect the star. It's easy when you know how.

Now just negotiate the numerous platforms. The ones at the end are all collapsing, so do watch out. Finally you'll reach the the crocodile who will flip you over into the castle. Make sure you avoid the birds that hang around.

LEVEL 1-3

Back into the castle now. Jump on the first mushroom on the high platform to reveal a bonus on the floor. Keep moving right, jumping on everything you can. By the end of this level, you must have either collected three notes or have 60,000 points when you go through the final door – otherwise you'll be sent back to the start again.

The doors with funny faces on them lead to bonus levels (see Bonus Levels... er, sorry, no room this month folks). There is also a hidden bonus door in the second shadow. The first exit door you come across at the top of the level is a fake; don't attempt to go through it. Continue right and the real door will emerge. If you haven't got 60,000 points by now, hang around and jump on things until you have. Just do it!

UNDERWATER

Mickey now shows off his swimming prowess under the lake. The secret to this section is to stay at the top. Just use the occasional small spell to take out any creatures that may wander up to you. Drop down just a touch to go through the reef in the middle of the section. Pick up the bonus ball and go back to the top when you emerge to finish this part of the level. And that is all there's room for this month.

IA

MEGA DRIVE

ALESTE

This tip from Christopher Smith in Plainstow, London, provides a couple of sneaky cheats. To get 20 continues, pause the game and press UP three times, DOWN twice, LEFT three times, RIGHT twice, then C, C, B, A and START. To get five lives, pause again and press RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP, B, C, A and START to continue.

ALIEN STORM

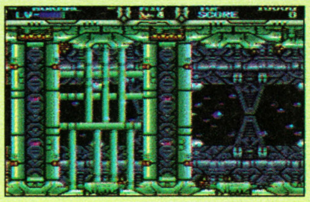
Choose Scooter and when your lives get to zero, blow yourself up. You can now continue with zero energy.

BURNING FORCE

To start the game with ten craft, press buttons B, A, B, A, A, C, A, A, then press START on the options screen.

GAIARES

Ever wanted to be invincible? Pause the game, then hold down A, C and press LEFT. The screen will freeze for about a second, now unpause with A and C buttons still depressed. Release the buttons and, hey presto, no more energy worries.



GYNOUG

Called *Wings of Wor* in the US. Go to the options screen, place the cursor on Control and hold down buttons A, B and C simultaneously for around seven seconds. You will be transported to a level select screen. For an extra credit, hold down A, C and joypad LEFT while the 'Game Over' message appears.

SHADOW DANCER

For a whacking great points bonus of 100,000, clear the level using only your magic.

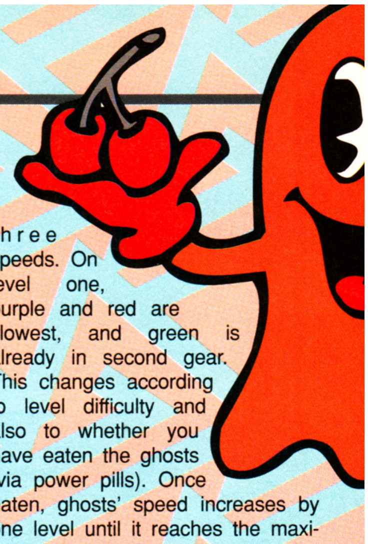
SONIC THE HEDGEHOG

Clear the first level in this super sonic game in less than 29 seconds to receive a 50,000 points bonus!

VALIS III

To get the stage select on the title screen, press down UP, A and C simultaneously, then hold down START till a black screen appears. Let go to reveal a hidden menu.

...hold down LEFT and C and press START to get an extra life.



BONANZA BROS

STAGE SIX

(jewellery store, five items)

Run straight past the first guard. When you come to the cars, shoot the guard as normal, then jump on the car and wait for the second guard to jump on the roof. Shoot him and jump up. On the way down, shoot to take out the second guy, then run past.

When you come to the room with the tables and blue cops, run and jump past the first one. When the second moves past the wall, hide. This will make him take up a new position where you can shoot him with ease. If one player takes the middle level and the other the top, the level is much easier to complete. The middle level has two armed guards; dodge the first, get the booty, rush through the door and shoot the one by the stairs. If all goes to plan, the player on the upper level will have already stunned the last armed guard by the exit.

STAGE SEVEN

(the laboratory, five items)

Shoot the first fat, purple guy four times. On the bottom level run past the first guard, hide in the next hole and put the helmet on as a disguise. When you go upstairs, use the sunglasses system to waste the shielded guards.

STAGE EIGHT

(deluxe liner, four items)

Go down the first flight of stairs and run quickly down the second, totally avoiding the guard. When you come to doors with shielded guards on the other side, wait till their backs are turned before you throw open the door and blast them. When two guards are together near a staircase, you should be able to quickly get between them and up the stairs.

STAGE NINE

(the art museum, six items)

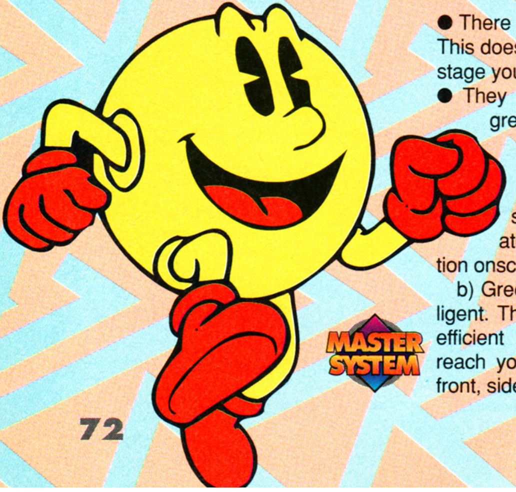
Run straight past the first guard and hide behind the wall after the last step. When the bullet goes past, you can carry on as normal. After you go up the stairs, go on a murder frenzy running as quickly as you can. There is a death slide at the top but when you land you will have to shoot and hide as the fat guy below the steps is quite tricky.

STAGE TEN

(the pyramid, ten items)

Keep a careful watch on your scanner to see exactly which staircases lead where. Most of the guards on this level are extremely stupid and will quite willingly let you walk straight by. Reward them by shooting them in the backside. Remember, though, it is better to hide and live than be brave and dead. The trap doors at the end of the level look like trouble but are quite easy to get past. Firstly, shoot the fat man and place your man so his toes are just over the trap door then jump. Do this for the second door too, then go up to the exit and the disappointing finishing screen.

PAC-MANIA



- There are six ghosts on each level. This doesn't change – no matter what stage you're on.
- They come in three colours: red, green and purple!

a) Red ghosts are totally random. They ultimately move towards Pac-Man, but slowly. They are not immediately responsive to Pac's position onscreen.

b) Green ghosts are the most intelligent. They always choose the most efficient route to Pac. When they reach you, they will attack from the front, side or back.

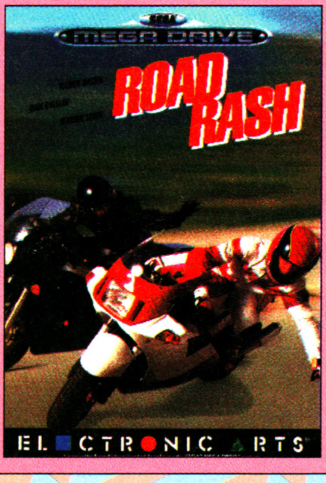
c) Purple ghosts follow you from behind and generally take the same route as you. However, some randomness is thrown in so they may change direction even on a straight path. They're also liable to change direction when you jump over them – take care!

The net effect of purple and green ghosts attacking you is that you're confronted from in front and behind at the same time. The green ghost has one weakness – it cannot change direction while on a straight. Hence, jump over the green ghosts.

- Although the number of ghosts stays the same on each level, the ratio changes, so on harder levels you have more green and purple ghosts and less red.
- On harder levels, the speed of the ghosts increases. They each have three speeds. On level one, purple and red are slowest, and green is already in second gear. This changes according to level difficulty and also to whether you have eaten the ghosts (via power pills). Once eaten, ghosts' speed increases by one level until it reaches the maximum of three. You must decide whether to go for points or progress. Obviously, if you eat ghosts early on, subsequent levels will be difficult.
- Eat all the dots in the middle (which are far away from the power pills) and then go back to the ones nearest the power pills. You should

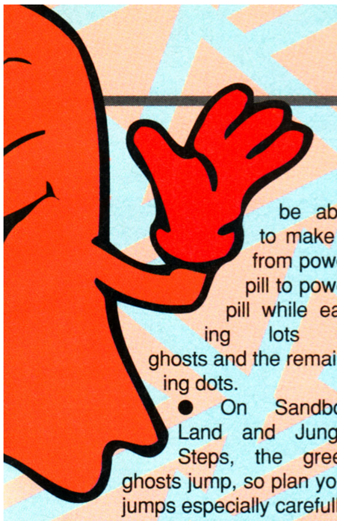
A few codes to help out stranded Rashers... (Note: All 0 are zeros. There is one letter O at the end of the third part of the third level four code.)

CODES	LEVEL	MONEY	BIKE	CREDIT
31201 00Q30 113N6 2QT2V	Two	$4,350	Banzai	$7,850
11221 011T0 014KR 2AVKB	Two	$6,850	Banzai	$10,350
20000 016J1 01697 32RNC	Three	$8,350	Banzai	$11,850
20001 01DK1 115D5 333PQ	Three	$6,100	Kamakazi	$10,100
20301 01GE1 015N0 330LL	Three	$7,000	Kamakazi	$11,000
21301 01NF0 116IR 337LI	Three	$9,250	Kamakazi	$13,250
21311 02061 102J9 349VM	Four	$4,040	Kamazaki	$10,040
00000 02060 0132P 448VN	Four	$2,840	Shuriken	$7,640
04000 022M0 013CO 44Q8I	Four	$3,640	Shuriken	$9,600
84003 027U0 01538 4K7HM	Four	$5,320	Shuriken	$11,320
84000 02460 012IP 4SCE2	Four	$4,120	Shuriken	$10,120



MEGA DRIVE
PLAYER A
BIKE
LUNA

Enter EEEEEEEEE as the password...



be able to make it from power pill to power pill while eating lots of ghosts and the remaining dots.

- On Sandbox Land and Jungle Steps, the green ghosts jump, so plan your jumps especially carefully.
- Bonuses are linked to the number of dots eaten (which is true of the arcade version). In the case of level one, you must eat 27 dots for the bonus to appear. If you're a real Pro, you'll position yourself so the 27th dot eaten places you close to the ghosts' lair (this is where the power-up appears).
- Always decide which direction to go in before you reach a junction – control is so much easier.
- Ghosts move up screen first, so the bottom of the screen is best cleared at the start.
- Try not to double back on yourself. Plan the most efficient way of getting to dots without using power pills.
- The underlying code of the ghosts' intelligence means that they will ultimately always move towards you. For maximum munching satisfaction, sit in a corner near a power pill and wait until you're virtually engulfed by ghosts. Don't expect all six to come to the slaughter in one go, though.
- Even when you have activated the power pill, ghosts still return to the lair to repair themselves and won't become vulnerable again until you munch another power pill. Don't get close to the lair after eating ghosts.
- Ensure ghosts are heading your way before using the power pill. Use your jump facility to get across the screen faster when ghosts that could be eaten evade you.
- On later levels, although you can't see the whole screen, much of what isn't visible is simply a mirror of what is on show. In this way you should be able to plan your route effectively.

HIDDEN LEVEL

To get to a hidden bonus level in *Pac-Mania*, avoid eating the power pills on level one. When you eat all the dots, a special bonus icon will appear in the middle; eat it and be taken to the hidden level.

THUNDER FORCE III
OFFICIAL SEGA GENESIS SEAL OF QUALITY
Technosoft
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM
MEGA DRIVE

LEVEL ONE

(Hydra)

Hit the dinosaur in the stomach, but watch out for the fireballs he spits. When he lets loose with his fiery breath, go to the top left of the screen to avoid it.

LEVEL TWO

(Gorgon)

Very tough these, unless you have homing weapons. Hit them on the radar on the top. Use Hunters if you have them, if not concentrate on one of them. Once destroyed, the other is easy to pick off with half the projectiles gone.

LEVEL THREE

(Seiren)

Wave and Claw are best for this one. Keep hitting him in the eye. Be careful of the rings he throws at you and his phaser breath. He will try to corner you so keep moving and blasting. Also, try to get the shield. It appears just after the first big submersible halfway through the level.

LEVEL FOUR

(Haides)

Wait on the right side of the screen till he appears. Try to clear as much spawn as possible. Wave and Claw are again the ideal weapons with a shield if you have it (it appears just after the extra life). Keep hitting it in the eyes whilst avoiding the huge beam weapons and homing plasma. Your wave should deal with the ships thrown at you.

LEVEL FIVE

Les (Ellis)

Earlier on in this level you should have got the Sever weapon. If kept, it is ideal against the mobile fort. Avoid the middle laser and blast the ships attacking you in between energy bursts. Keep moving up and down and eventually the fort will crumble. This is probably the easiest guardian to defeat but by contrast it's also one of the toughest levels to progress through.

Access

KINGBIT GAMES

VISA

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★ MEGA DRIVE ★ MEGA DRIVE ★ MEGA DRIVE ★

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★ GAME GEAR ★ GAME GEAR ★ GAME GEAR ★

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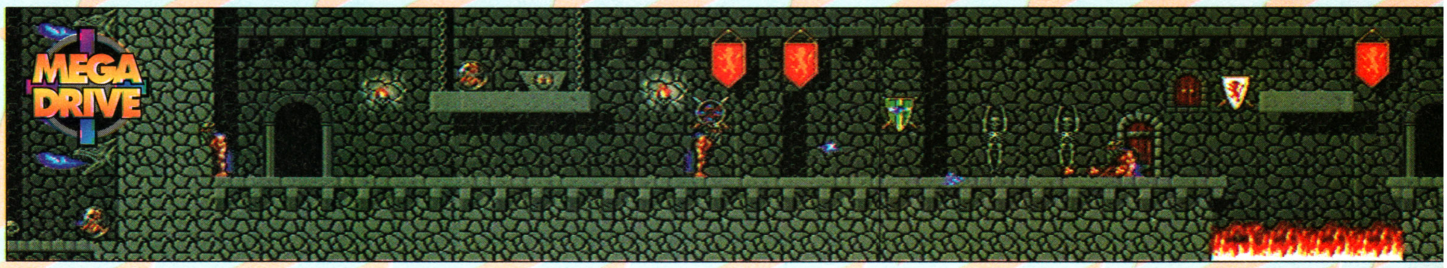
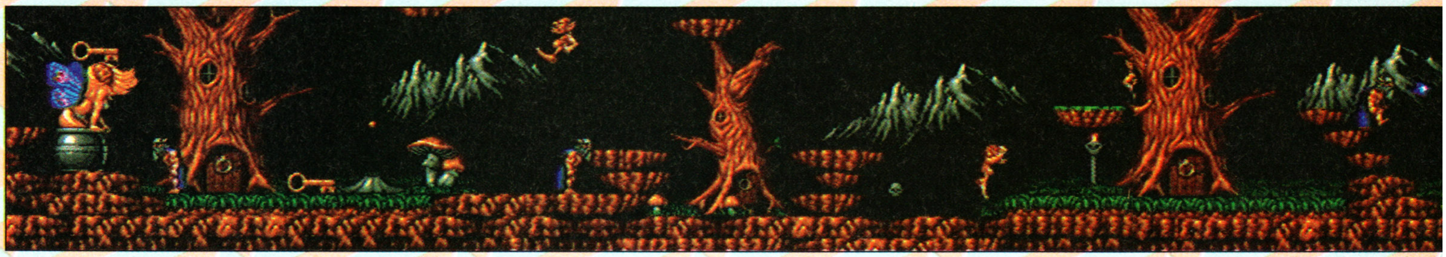




Yo! The Pros do it again. Here's the definitive guide to Razorsoft's stunning hack and slash arcade adventure, *Stormlord*. Out of time? Can't reach the higher levels? In need of extra lives? Let the Pros show you how to do it – and for those that don't like to cheat, we've compiled a step by step guide to the first four levels.

You know the story... the princess has been captured by an unsavoury dude called Evil Rotting Crone. And, as the mighty Stormlord, you decide to kick some evil scum by entering the Enchanted Realm. Armed with a bagful of peanuts... er, lightning bolts, you decide to storm the evil lords.

LEVEL ONE

(forest, five fairies)

● First, go left and collect the key whilst killing the old wizard. Run past the flesh-eating grubs and go through the door using the key. Stand on the transporter slab facing left and an eagle will take you to the first fairy. Use the slab to get back.

● Grab the blue umbrella and get carried away to the first slab on your right. The umbrella will protect you against the acid rain but quickly slay the multitude of green dragons who attack just after the tree. After saving the fairy, go back to the slab and face left to return to the honey pot.

● Swap the umbrella for the pot and walk right. Be careful with the platforms above the Venus mantraps; the second one disappears. Get to the key and swap it for the honey pot. The bees should swarm around the pot making the fairy accessible.

● Kill the goblin and when you reach the blue demons, keep walking right and shooting to vanquish them. Use the key to release the fourth fairy. Only one more nubile beauty to go!

● Allow the eagle to take you to the final land. Kill the wizard and watch the second platform as it collapses rapidly. Get the honey and swap it for the umbrella, attracting the bees. Get the key and go right UNDER the first door and through the second. You now have five fairies and have completed the first level.

LEVEL TWO

(castle, five fairies)

● Go left, watching out for the grub on the first platform, and shoot the skeletons' heads as they roll towards you. The walking skeletons need quite a few hits; use your sword to wipe them out quickly. Get the key. Now go right, open the door and face left on the slab to get the first fairy.

● The water is the next item to get as it stops the statues from breathing flame. The right-hand slab will take you to the next zone. Shoot immediately to dismember the skeleton and jump across the rivers of flame to the statues. Climb to the top of the statues where you will see the flying boots. Stand on the edge of the paved stone and get the boots. The gargoyles will start shooting flame at you. Jump down avoiding the fire and get back to the slab. You now have extended jumps and can reach the fairy held in the pit to the right.

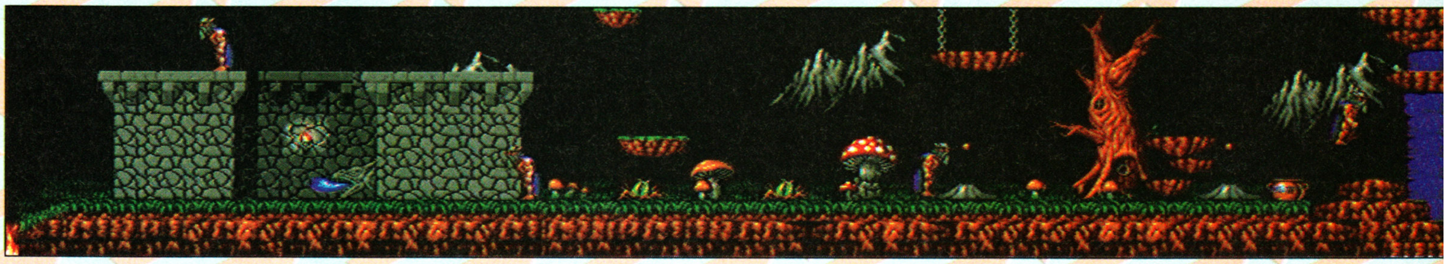
● Do not stand on the gargoyle's head when he breathes. Beware of

EXTRA LIVES

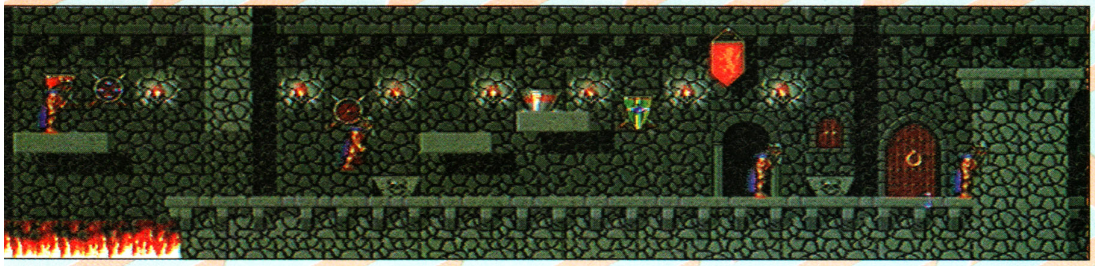
Need more lives? Well, fret not for this little cheat will add five lives to your total at any time.

Pause the game and press A four times, C twice, B three times, C once and then A. Now unpause the game and your lives will be replenished. You can have a maximum of nine at any one time.

STORMLO



Also in Mega Drive *Fire Mustang*, from the title screen...



the flying hell hags after the pit; you must run, duck and shoot to get them. This is a particularly tough section. Swap the key for the boots and open the door on the right, shooting skulls and the wizard. Use the honey as before and get the boots back. Get the fairy and use the transport slab.

- Swap the key for the boots, which you can no longer reach, and get the honey. The hardest part of this level comes next. You must make it past the slab while killing skulls and hell hags. This is extremely difficult and only the quickest will survive. Do not get on the slab or you will be back where you started. After you have luckily survived this, you must get the key from the far right. Kill the skeletons and get through the door at the top. Now it is open, go back to the honey you swapped the key for and change it for the water. The way to the fairy is now clear. Now get her, while shooting hell hags and skeletons, and climb the stairs to the right.

RD

- The flames are extinguished and the fairy becomes easy pickings.

LEVEL THREE

(forest, six fairies)

- Go left and get the key. The key is for the door to the right protected by hordes of hell hags. Behind the door is the first fairy.
- Climb over the small cave and get the swift boots from the clutches of the hell hags. Run left and jump onto the ramparts with the aid of the boots. Watch out for the pit with the gargoyle in it. Use the conveniently huge skulls to clear the river of fire. Now swap the boots for the umbrella, and travel eagle airways to the next section of the forest. Release the fairy while you are protected by the brolly and go right.

EXTRA TIME

Are things getting too much for you? Hey, relax, you can get more time by entering this cheat.

Pause the game and press B once, A three times, C once, UP three times and A three times.

- Stand on the rocks encasing the key and they will slowly crumble so you can collect it. Walk back left, killing the dragons again, and use the key to get to the slab. This will take you onwards in your quest. Get the fairy immediately and move on.
- Climb over the cave, jump the pit and kill the blue demons to get the honey. Travel back using the slab nearby and swap the honey for the key. Get the fairy and use the key to get the boots.
- With extra jumping power, you can get the fairy in the same screen, now move under the swarming bees and get the penultimate fairy.
- The transporter you need is above the bouncing balls. The last fairy is easily obtained; simply jump over the man-eating plant and grab her.

LEVEL FOUR

(forest, seven fairies)

- Go left, avoiding the jumping demons, get the key and go right to the slab at the start. Use transporter to go up and open the door to get the first fairy.
- Go right and get the flying boots. Here comes the worst part: now you have to go all the way left using the transporter where the fairy was and jump onto the head of the scantily-clad woman to get the key. Open the door to get the second fairy.
- Step on the transporter to get taken to the next zone. Immediately stand on the roof of the cavern with the fairy in it and it will collapse so that you do not need a key.
- Go right, get the key and avoid the egg demons. Use the key to free the fairy in the right-hand cave.
- Walk right to get the honey. Battle against the deadly dragons and swap the honey for the umbrella to attract the swarm and get the fairy.

LEVEL SKIP

Can't be bothered to trudge through those early levels? Skip 'em with this tricky level jump.

Pause the game and press C once, B three times, A four times, C twice and A four times. You can keep doing this to see all ten levels.

- Now head left. Swap the umbrella for the boots and jump up the fairy next to the transporter.
- Use the transporter and, as if by magic, you will be taken to the seventh fairy.

CASTLE OF ILLUSION

Want that extra life in the hidden room on level four? Collect the dancing "A" from the coffee cup screen, exit, climb the ladder to the left till you reach a room with two insects, a button and a barrel. Lob the barrel and the button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder on the right. The next screen has an insect on the right. Kill him and continue right till you reach a second dancing letter "A".

Pass it and keep going right till you encounter a tiny drop in the floor. The drop is just big enough for Mickey to fit through. Jump up by pressing button II twice so that Mickey comes down on his behind. This opens the floor and lets Mickey into a secret room with two treasure chests containing a coin and an extra life.

PSYCHIC WORLD

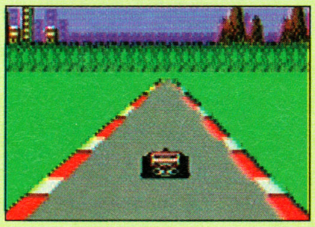
To choose what level to start on, and also hear *Psychic World*'s sounds, hold down LEFT, UP and buttons I and II during the title screen. Then push START.

REVENGE OF DRANCON

Want to know about the bonus level? Well, after you pass the sign with "2" on it, you will see a small snail on the ground. Above it is a banana in a tree. Kill the snail and jump up to get the banana. When you get the fruit, a red bag appears in its place. Now grab the bag and Ronnica will escort you to the bonus section. Whilst in this secret stage, don't get the red bag unless you want to leave.

SUPER MONACO GP

This veteran game is still in demand despite its flawed playability. When going round corners, let go of button I and rapidly press it instead. This way you'll stay on the track, while keeping your speed constant.



WONDER BOY

When "Area 1" appears on the screen, press UP and the area number will increase.

...hold down RIGHT and A and press START to gain a power-up.

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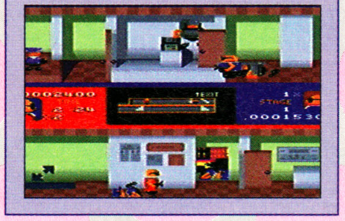
ProReleases is the only guide you need to everything officially released in the UK for Sega. If you want to know exactly what's available for your machine, then this is the place to come. Each month, we'll also highlight a couple of games for every Sega and hopefully guide you as to whether they have survived the test of time. Those games marked TBA did not have the information available at time of going to press. Any corrections or additions are gratefully received at the usual address.

BONANZA BROS

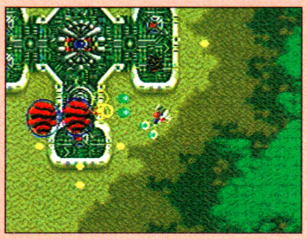
An amazingly faithful conversion of the popular coin-op, with colourful cartoon graphics and frenetic, action-packed gameplay.

The game object, to steal objects from various exotic locations, is original and portrayed in a humorous and slapstick way. Features such as splatting guards behind doors and using scenery as disguises are compelling and add a new dimension to this already excellent game. Two players in the simultaneous play mode is superb fun.



THUNDERFORCE II

Many would argue that *ThunderForce II* is the best shoot-'em-up available for the Mega Drive. It's diverse, colourful and very fast-paced. With the glut of other similar games, it would be hard to prove the point, but the first in the series – there was no *ThunderForce I* for the Mega Drive – is certainly a very playable game.



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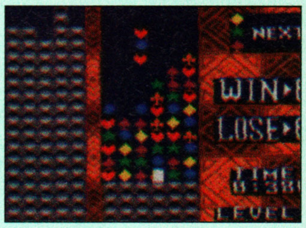
COLUMNS

While Nintendo have *Tetris*, Sega have *Columns*. And although *Tetris* will always be known as the king of puzzle games, *Columns* is probably the most addictive and enduring of the two. Certainly it *looks* much better than the dated presentation of *Tetris*.

Game Gear owners everywhere will thrill to the changing graphics and terrific music, as well as the fiendish gameplay. *Columns* is one of the best titles currently available for Game Gear and guaranteed to keep you playing for hours on end.



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OUT RUN

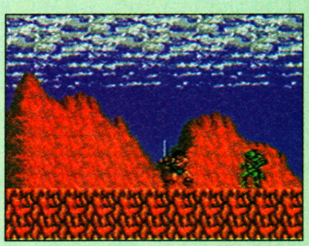
This coin-op conversion proves that even massive, memory-hungry arcade games can be scaled down to the Game Gear. With all the tracks and music accompaniments to enhance the *Out Run* experience, this cart is bound to please. Although a little too easy for Pros, *Out Run* is extremely fast and smooth with colourful and varied backgrounds. This really is a compact and playable game full of all the atmosphere and flavour of the original arcade machine.

BUBBLE BOBBLE

This incredibly cute and popular game has spanned the charts of nearly every home computer and now enters the virgin domain of the Master System. Graphics are similar to other versions with Bob and Bub leaping from ledge to ledge with relentless enthusiasm. The many bonuses and secret rooms are also evident making this a highly desirable game. If you've played any other versions, you'll know how addictive the concept is and the MS game is just the same.

RASTAN SAGA

This seems to have been converted to every machine known to man. This version is very noteworthy for its excellent music and playability. Now *Rastan* is out for the Game Gear (see ProReviews) but the Master System version is still great. To rescue a fair maiden is hardly original but what *Rastan* lacks in originality it makes up for in action and superb gameplay.



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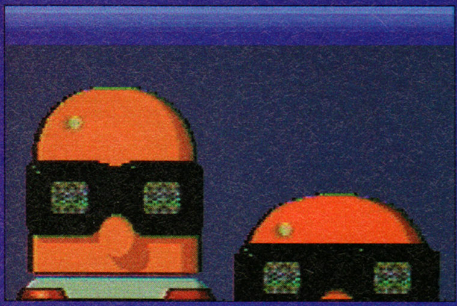

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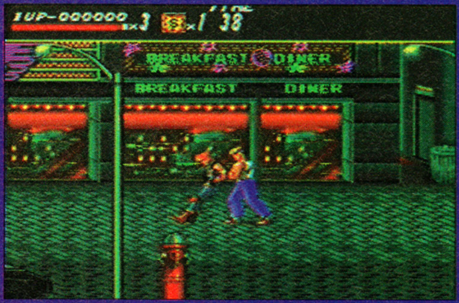
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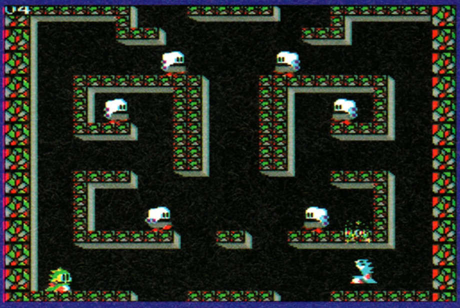

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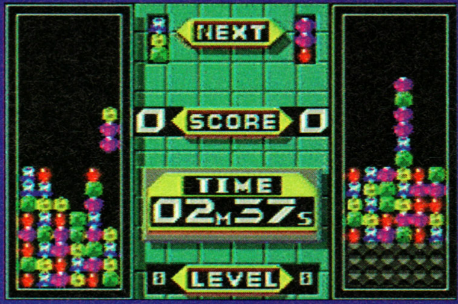
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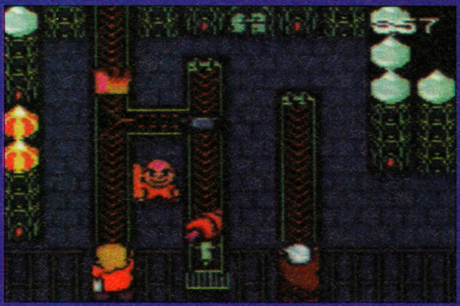

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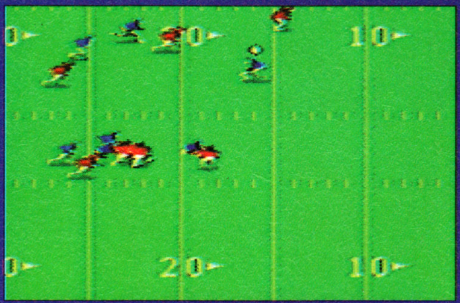

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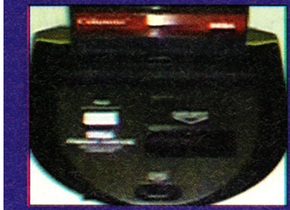

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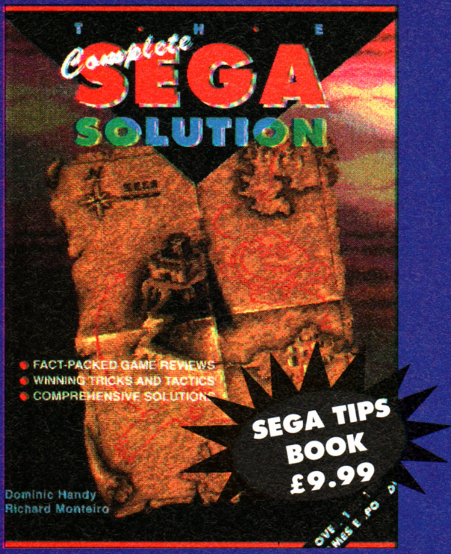
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game OVER

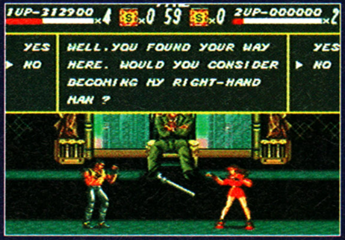
STREETS OF RAGE

Every month the SegaPros will show you the finishing screens from some of the biggest Sega games. Before anyone starts complaining, we won't be showing you how to get there and what to do – turn to ProTips for that! Instead, we'll simply print those glorious end-of-game screens and sequences. Hopefully this will give you the incentive to pick up the game and get past the finishing point. Even if you can't get there, you can at least brag to your friends that you have finished the game because you know what the end looks like!

For the first issue of SegaPro we have included the end screens from *Streets of Rage* (or *Bare Knuckle* as it's called in Japan) on the Mega Drive. This brutal beat-'em-up stands head and shoulders above the Super Famicom's Final Fight – no mistaking!

The wealth of spectacular moves in *Streets of Rage* make it great fun to play, especially in two player mode where the players can interact with each other. For example, one player can grab the other from behind, spin over his shoulders and perform an acrobatic flying kick to take out three or four opponents at once. And that's just the simple one. It seems that every time you play you can discover new moves.

The aim of the game? Simple: Mr Big, the local crime kingpin, has kidnapped a girl who happens to be the friend of three of the toughest law enforcement officers to take on Big's empire. But enough idle banter; you know the deal, you might not know the end-of-game screens.



WELL.YOU FOUND YOUR WAY HERE. WOULD YOU CONSIDER BECOMING MY RIGHT-HAND MAN ?

Mr Big is impressed by your exploits and offers you the chance to join his street thug army. Being an honest police officer, you have to turn him down.

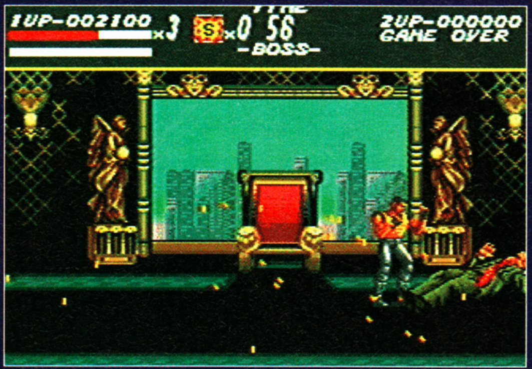
On the eighth level, after punching and kicking your way through wave after wave of weapon-wielding thug, you finally come to the doors leading to Mr Big's chamber.

Inside you get to see Big in his swanky armchair. Assuming you decide to fight him rather than join him, you'll get to tackle a few more pathetic minions and then Big himself. Incidentally, if you defect to Big's side, you'll be shunted back to the middle of level six. Not very useful.

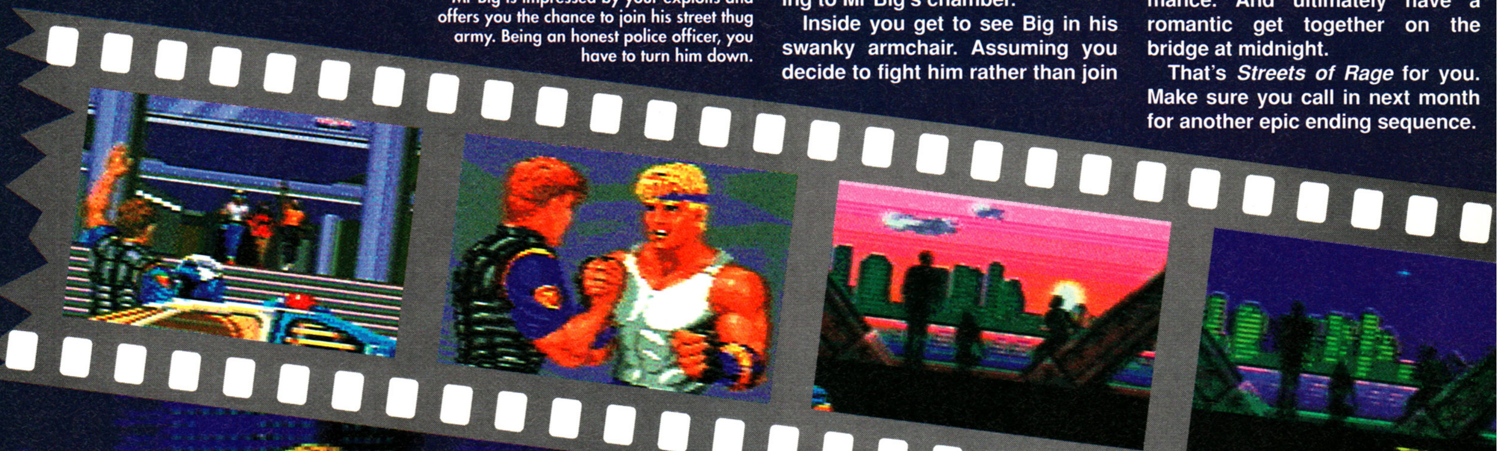
Thankfully, Big is about as hard as melted chocolate...

When Mr Big is finally dispatched to gangster heaven the victors of war stand over the defeated crime lord. The cop friends leave the building hand in hand after their marvellous performance. And ultimately have a romantic get together on the bridge at midnight.

That's *Streets of Rage* for you. Make sure you call in next month for another epic ending sequence.



One of the possible endings in two-player mode is that one of you decides to join Mr Big and the other doesn't. Whoever wins and goes on to defeat Mr Big takes over as crime lord of the city – not a good ending as you can see from the circular pictures above. However, do it correctly and you're treated to the wonderful graphical display shown below.



Completed any Sega games? If you have, and reckon you could repeat the performance, we want to hear from you. State which game you've completed (and on which machine) and include a phone number or address where we can contact you. Every month we will pick one person to come down to the SegaPro offices to fill the Game Over page. The lucky person will get his name and face plastered over the Game Over page and will walk off with heaps of prizes. Write to Game Over, SegaPro, 7 Wicker Hill, Trowbridge, Wiltshire BA14 8JS.

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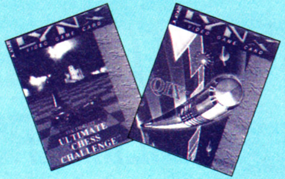

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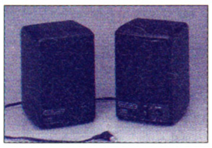

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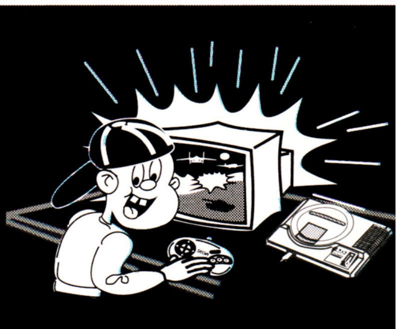

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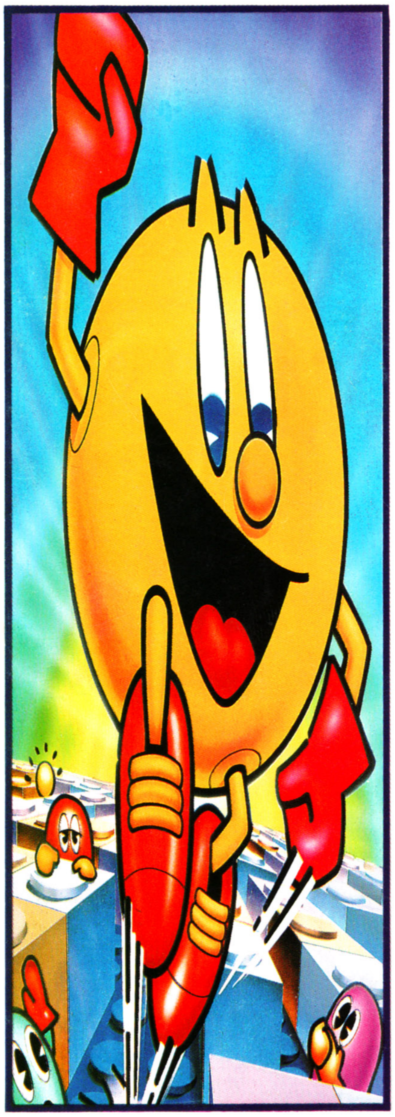

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